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BUJINGAI

THE FORSAKEN CITY™



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BUJINGAI

THE FORSAKEN CITY™

Prima's Official Strategy Guide

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Introduction

The Martial Age

In the distant future, a rain of nuclear fire fell upon the world. It was the end of A.D. and the dawn of a new era: M.A.—the Martial Age. On Kenkisouken, the island of demons, a warrior seeks to dethrone evil from ruling the world.

Lau Wong

You take the role of Lau Wong, the celestial warrior who descends from the heavens to deliver the world from demons. Aided by the power of the twin swords and an arsenal of powerful magic spells, Lau must seek out and destroy his former ally, Rei Jenron.

Rei Jenron

Rei is a master swordsman, like Lau. He was once an ally, but after a scarring incident, he was driven mad with rage. Thirsting for revenge, he has now claimed the power of demons and become their lord.

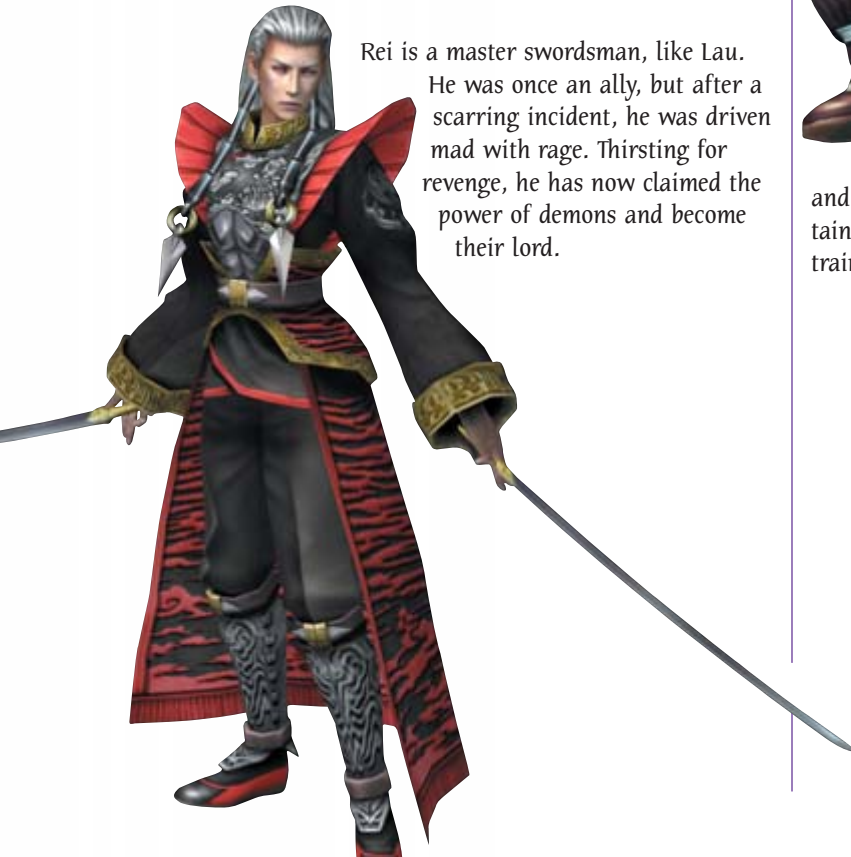
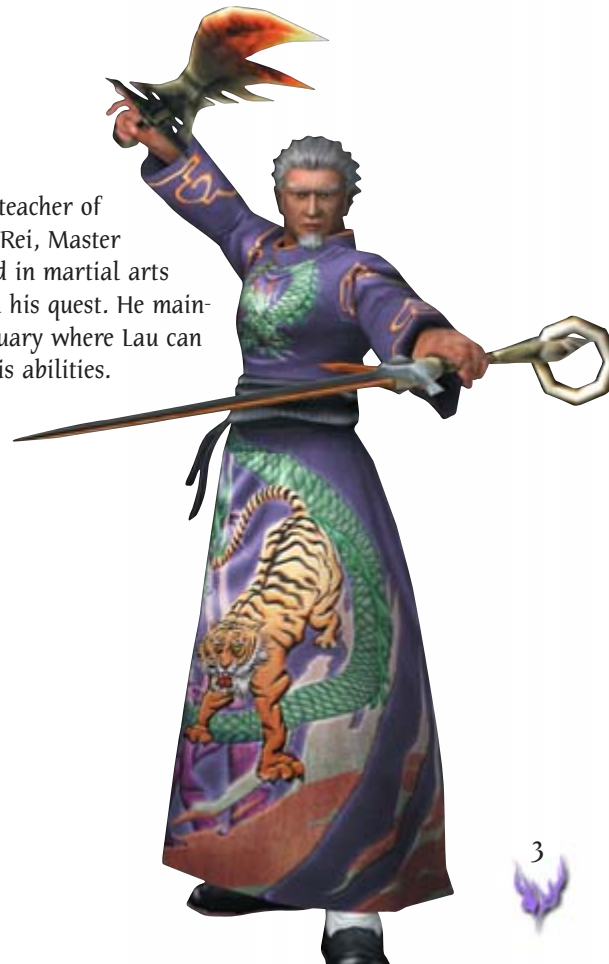
Yohfa

Lau encounters a mysterious young woman who seems to have a connection with Rei. But is she a true human, or merely a celestial spirit?



Master Naguri

The teacher of Lau and Rei, Master Naguri is skilled in martial arts and supports Lau on his quest. He maintains a temple sanctuary where Lau can train and upgrade his abilities.



Demons roam over Kenkisuken. Ranging in every shape in size from the lowly Forsaken Soldier to the mighty Overlord of Despair, they're evil and bent on destruction.



The Celestial Warrior

Playing the Game

Before starting your quest, become familiar with the game mechanics. On the screen, three gauges describe Lau's condition.

Gauges

On the screen's left side, your health is displayed as a vertical yellow bar. The gauge shudders in response when you get wounded.

The ring of blades in the top left corner is the Defense Gauge. You automatically deflect attacks that strike from the front. Each deflected attack subtracts one unit from this gauge. When all the blades are gone, you're vulnerable. The gauge slowly refills when you're not engaged in combat.

The purple gauge in the lower-left corner displays your magic. Magic power is consumed when you cast spells. Each physical blow you score against an enemy replenishes a tiny amount of your magic.

When in combat, your enemy's name and health appear in the upper-right corner. If the enemy has a Defense Gauge, that is displayed as well.

Orbs

Orbs are everywhere. They appear when you defeat monsters and when you smash open containers. They come in three colors. Larger Orbs are more valuable than smaller Orbs.

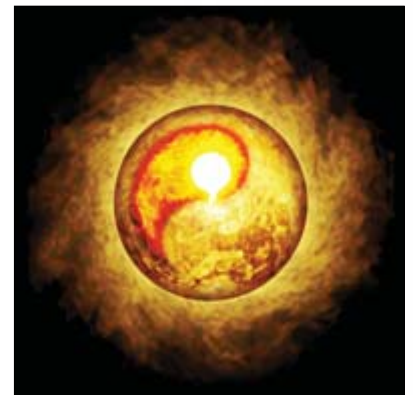
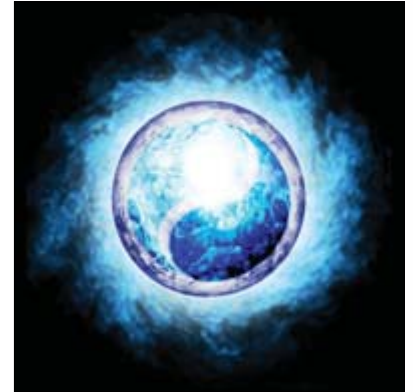
Blue Orbs are the most common. Spend these to upgrade Lau's stats. Your current stock of Blue Orbs is displayed in the screen's lower-right corner.

Yellow Orbs restore your health. They are inside crates. Occasionally, enemies leave them behind when defeated.

Crates also hold Red Orbs, which restore your magic. Sometimes enemies leave these for you.

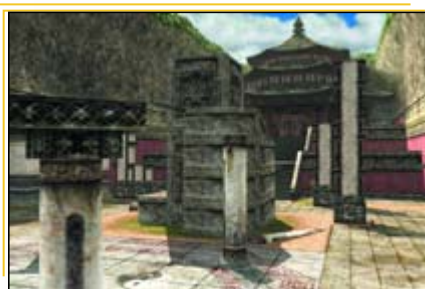
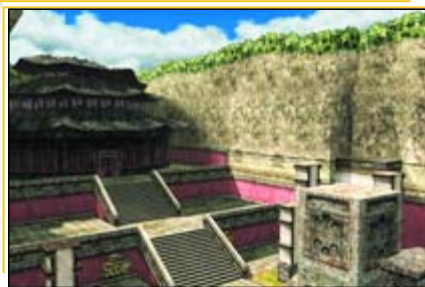
Coins

Throughout the isle of demons, hidden Coins are scattered. Collecting these unlocks bonus material in the Special Options menu. The number of Coins concealed in the game depends on what difficulty level you play at. The higher the difficulty, the more Coins appear. Check the "Bonuses and Secrets" section for a complete listing of the Coin locations.



The Temple

Between each stage, you return to the tranquility of Master Naguri's Temple. Here you can upgrade your stats by spending Blue Orbs. Practice your jumping techniques on the obstacles outside the Temple, or go inside and hone your combat on the practice dummy.



Advanced Moves

Lau's advanced movement techniques help him make his way through the treacherous obstacles that await him on his quest. Pressing **X** executes a basic jump, but it takes a lot more than this to get through the game.

Triangle Jump

The Triangle Jump lets you bounce off of a wall perpendicularly for extra height. To execute this jump, press **X** without tilting the left analog stick when you touch the wall. This technique is useful for scaling towers and chimneys.



Wall Jump

The Wall Jump is a good way to escape when an enemy corners you. It's like the Triangle Jump, except you can steer in any direction. Push **X** when you touch the wall in midair and use the left analog stick to control which direction you go.



Wall Run

In addition to jumping off of walls, you can also run along them to cross gaps and reach new heights. Jump toward the wall, then press and hold **X** while pushing the left analog stick in the direction you want to run. Execute multiple Wall Runs to cross large spaces.



Swing Jump

If you jump and touch a pole, Lau automatically grabs hold. Press **X** while pushing **↑** on the left analog stick to leap to the next pole.



Glide

Gliding extends the range of your jump. After jumping, hold **X** and steer with the left analog stick.



tip

In order to travel across long distances, begin gliding, perform a single slash attack with your sword, and then you can glide again. This will allow you to cover long distances quickly.

Basic Combat

Basic Attack

Press **■** to perform a basic sword swing. Chain several swings together by repeatedly pressing **■**.



Spin Attack

Press **▲** to perform the Spin Attack. This useful move strikes enemies all around you. If you're surrounded, this is a life-saver.



Targeting Mode and Evasion



Hold **[R1]** to Lock-On to your enemy. A red targeting cursor highlights the closest foe. If there are multiple enemies, press **[L3]** to switch the cursor to another target.



If you press **×** while targeting, you will perform a leap. Control your direction with the left analog stick. This technique is useful for evading enemy attacks.

Casting Spells

Press **●** to cast a spell. Using spells requires magic power; the amount used depends on the level of the spell. To change your equipped spell, press **[SELECT]** and choose from the menu.



tip

Lock on to enemies when you cast Missile spells by holding down **[R1]**. This greatly increases your chances of hitting them.

Spell List

Lau can cast nine spells. They range in power from Level 1, the weakest, to Level 3, the strongest. Some spells are available in different strengths. You must find a spell in the game before you can use it, and if the spell is higher than Level 1, you must also have upgraded your Tenreiken attribute to match.

GOUIENKEN LEVEL 1-3



This spell hurls a deadly fireball at a single enemy.

SOURYUUKEN LEVEL 1-3



A charging attack that's good for gaining ground, this spell is effective as part of a magic combo.

DANKUUKEN LEVEL 2



Dankuukun magic unleashes a shockwave from your swords that strikes down enemies both near and far.

RYOUSEIKEN LEVEL 2



The Ryouseiken spell fires a magic arrow volley at a group of enemies.

TENSEIKEN LEVEL 3



After you cast Tenseiken, magic arrows rain on your enemies.

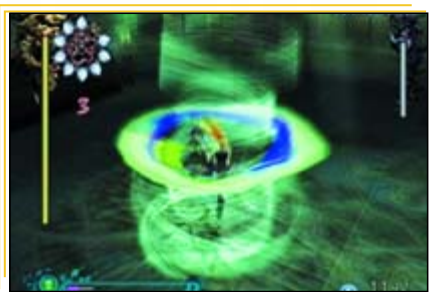
JINBUKEN LEVEL 2



This spell summons a ring of daggers that aid you in battle. Press ● to send them hurtling toward your foe.

tip Your Jinbukan Magic will also help protect you from enemy attacks, especially arrows shot by the Archers.

SENRankEN LEVEL 1-3



Senranken magic summons a whirlwind around you that forms a protective barrier and throws enemies into the air.

TEKKUKEN LEVEL 1



This spell increases your attack power but slowly drains your magic. It takes effect automatically after equipped.

GAISENKEN LEVEL 1



Gaisenken increases your defensive abilities but slowly drains your magic. This spell takes effect automatically once equipped.

tip Using the Gaisenken and Tekkuken spells together against certain bosses is a good strategy.

Advanced Combat

Combo Attacks

tip Hold down ■ (Slash Attack) at the end of a combo to have Lau pose and increase your Stylized Action Points. Each combo has a different pose.

Lau can attack with four special combos.

UPPERCUT

Press ■,▲,■ to perform an Uppercut and send your enemy flying high.



tip After launching an enemy with the Uppercut, jump and continue your attack in the air. It's unlikely the poor victim will survive to hit the ground.

SPIN COMBO



Press ■,▲,▲ to execute a Spin combo. This allows you to insert a Spin Attack at the end of a regular attack chain.

SPELL COMBO



Press ■,▲,● to release a Spell combo. You can cast a spell during combat with this move. The combo uses whatever spell you have equipped. It does not work with Gaisenken or Tekkuken magic.

THUNDER KICK



Press ■, ▲, × to unleash the Thunder Kick. This move delivers a series of crushing kicks to your enemy.

COMBO COUNTER

When you attack an enemy, a counter appears to keep track of your consecutive hits.

It's possible to get 1,000 hit combos in the game. Here's what you should know.

If you get hit by an enemy attack, spell, or arrow, your counter resets to zero.

If you don't hit any enemies for approximately three seconds, your counter will reset to zero.

But there are ways to keep your combo counter going. If you break any inanimate object, like a crate, a sign, bamboo...your combo counter will reset to three seconds. Another good tip is that your counter does not count down while you are wall-running and gliding, so that's a pretty good incentive to stay airborne.

Clashing

When an enemy strikes you from the front with a series of blows, you automatically become locked in a whirlwind of swordplay called a clash. Each blow you deflect takes one point from



your Defense Gauge. Tougher enemies and bosses also have a Defense Gauge you must wear down before you can damage them.

Counter-Attacks



While clashing, press ■ to perform a Counter-Attack. Your swords inflict double damage during a Counter-Attack because your enemy is off balance and more vulnerable.

Counter-Magic

Magical attacks from enemies can also be countered, but it is more difficult. Press ■ repeatedly as the attack hits to absorb the energy, which is then transferred to your Magic Meter.



If your magic is full when you perform Counter-Magic, you can release the stored energy in a powerful blast. Press ● when your Magic Meter flashes red to hurt your enemy. This technique is essential for taking down the big bosses.



Upgrading Your Character

When you return to the Temple between stages, use the portal to access the Power-Up Settings menu. Here you can spend the Blue Orbs you've collected to purchase upgrades for five of Lau's attributes.



Each attribute has three levels of improvement, except for the Defense Gauge, which has five levels.

Ryuugatou: Increases your sword damage and attack rate.

Tenreiken: Increases the damage your spells cause and allows you to use higher-level spells.

Health: Increases your maximum health.

Magic: Increases your maximum magic power.

Defense: Increases your Defense Gauge.

note

For early stages, improving your Ryuugatou attribute and health level takes priority. Upgrades to the other three attributes are useful only in the later stages.

Stage 1: Forsaken City



The Forsaken Soldiers appear when you alight in this area. Destroy them and pick up the Blue Orbs they leave behind.

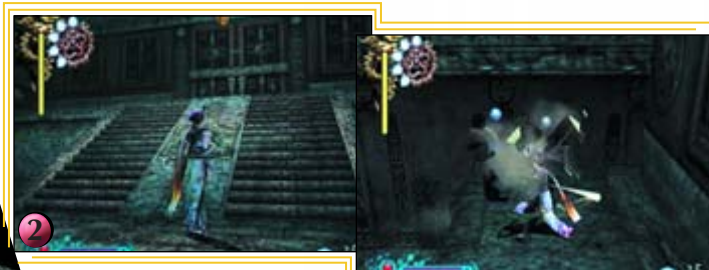
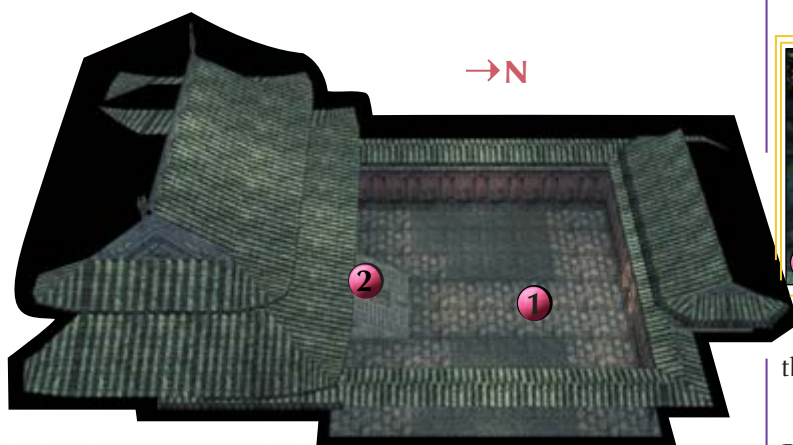


In this stage, you must battle through the streets and rooftops of a ruined downtown district. The challenges here are slight compared to later stages, so use this opportunity to practice your sword combos and jumping techniques.

Defeating all of the enemies unseals the door. Before going through, explore the porch of the building opposite the courtyard.



Courtyard



Your first hidden Coin is at the top of the stairs in front of the building. Climb the stairs and jump up to grab the Coin.

Urns flank the porch. Smash them to add to your stock of Blue Orbs. Head through the unsealed door to the next area.

You begin the first stage in a small square courtyard. Demonic power seals the door to the next area; you must defeat the enemies before you can proceed. This is your first taste of battle. Fortunately, the enemies here are slow-moving and weak.

Area Checklist

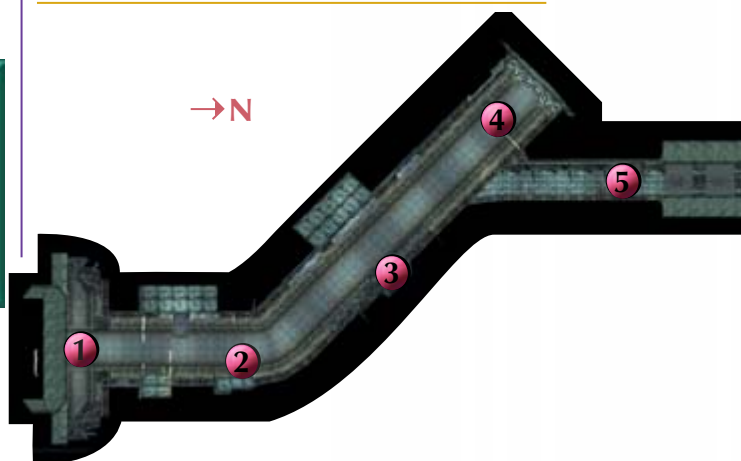
COINS: 1

SPELLS: None

ITEMS: None

ENEMIES: Forsaken Soldiers

Deserted Streets



STAGE 1: FORSAKEN CITY

Area Checklist

COINS: 3

SPELLS: None

ITEMS: None

ENEMIES: Forsaken Soldiers, Undead Archers, Undead Juggernaut



More Forsaken Soldiers appear as you explore this area. Taking care of these guys is no problem.

tip

While it is possible to defeat the Forsaken Soldier with normal attacks, you'll earn more Style Points by using Counter-Attacks. Wait for the demon to clash with you, then press **■** repeatedly.

After clearing away the demons, look to the right side of the street. To reach the top of this high ledge, jump onto the grating...



...and use the Wall Run technique to ascend the rest of the way. Jump toward the wall, then press and hold **×** and **↑** at the same time. When you're at the top, look across the street. A ledge on the other side holds three urns.



You can't make it across with a normal jump, so you have to Glide. After jumping, press and hold **×** to perform the Glide. You'll make it across with room to spare.



Hop up and collect the Orbs from the three urns. Two Forsaken Soldiers materialize. To avoid falling off the edge, approach your enemy from the side.



Face the right side of the street and use another Glide Jump to reach the Coin. If you miss, climb up and try again. Use this opportunity to get a feel for the Glide technique; it will be important in later stages.



Drop to ground level and continue up the street. As you round the bend, more Forsaken Soldiers appear. Take them out. If they surround you, press **▲** to execute a Spin Attack.

Jump up to the right-hand ledge to find another Coin. Smash open the crate to reveal a Red Orb, then hop down and continue up the street. Demolish any Forsaken Soldiers that try to stop you.

The road forks here. The path ahead is a dead end, while the branch to the right leads to the exit.



A new type of demon awaits you: the Undead Juggernaut. He can run fast despite his size, and his huge mace can smash through your defenses. Hold **(R1)** to establish a Lock-On and keep him in your sights.





If you observe the Juggernaut's movements carefully, you can defeat him without getting hurt. Keep your distance and wait for him to take a swing at you. Be careful; he sometimes takes two swings in quick succession.

Move in after he attacks and hit him with a string of sword blows. After performing your combo, jump back to avoid his next swing. Repeat this process until you destroy the demon. If you become low on health, look for a Yellow Orb in the nearby crate.



caution

The Undead Juggernaut is strong. Lau will perish if he gets hit more than a few times, so be patient and keep your distance until after the demon attacks.

tip

You can deflect arrows as long as you are in a ready position and facing an enemy Archer. Deflecting an arrow will take away one blade from your Defense Gauge.



Two Forsaken Archers wait for you here. These demons have low health, so slay them before they shoot you.



Jump up to the ledges to find a crate containing a Red Orb and a Coin. Now you've collected everything in this area. Descend and go through the door into the next area.

Recover the Sacred Talisman



Area Checklist

COINS: 2

SPELLS: None

ITEMS: Sacred Talisman

ENEMIES: Forsaken Archer, Forsaken Cleaver, Forsaken Soldier, Undead Soldier

Two Forsaken Cleavers confront you when you enter. These demons are more aggressive than the Forsaken Soldiers. Show them no mercy.



A Coin hovers beyond the roof's edge. To claim it, use a Glide Jump. Leap forward and begin the Glide when you reach the top of your arc for maximum distance. If you miss the Coin, you can run up the wall to try again.

note

Now that you have five Coins, the "Press Conference" movie is available from the Special Options menu. Check it out later!

STAGE 1: FORSAKEN CITY



More Forsaken Cleavers await you below. Fight them to get their valuable Blue Orbs.

Continue forward to the next building and grab the Red Orb from inside the crate.

A magical barrier seals the doorway here. A troop of Forsaken Soldiers and Cleavers guards it.



Atop the next building are another Coin and a Red Orb. Collect these items and head for the exit.



A demonic seal locks the door. Approach it and press **X** to dispel the seal with your Sacred Talisman, then go through to the next area.

Withstand the Flood



Use your Spin Attack to send the demons flying, then finish them off one by one.



Another wave of enemies teleports in during this battle. Take out the Archer first, then deal with the Undead Soldiers.

When the demons are cleared away, the barrier dissolves and you can grab the Sacred Talisman. You need this item to open the door at the area's end.



Area Checklist

COINS: 2

SPILLS: Souryuken Level 1

ITEMS: None

ENEMIES: Forsaken Archer, Forsaken Cleaver, Forsaken Soldier, Undead Soldier

When you enter this area, look up to find a Coin floating above you. Take it, then demolish the nearby urns for more Blue Orbs.



Follow this Blue Orb trail down to the glowing crate. The pink aura means there is a new spell waiting for you inside.



Demolishing the crate nets you the Souryuuken spell—and triggers a nasty trap!



A massive flood hurtles toward you, but you can protect yourself with the Counter-Magic technique. As the wall of water hits, tap ■ to deflect the impact with your swords. Tap until your Magic Gauge turns red, then press ● to disperse the flood.

If you fail to execute this technique properly, Master Naguri will intervene and give you another chance.

tip

The Souryuuken spell is useful for more than slaying demons. Cast the spell while jumping to surge forward and gain extra distance.

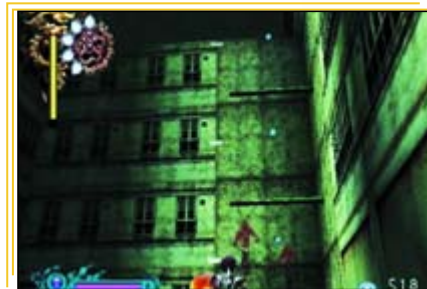
Two Forsaken Archers lie in wait as you climb the ramps at the flood channel's far end. Keep moving and their missiles will fly past you.



Strike down a pair of Forsaken Cleavers and a Forsaken Soldier lurking at the top of the ramps.



Use this series of poles to get onto the next building. Stand under the pole and press X to grab hold.



Press X while you're hanging to hop up and balance atop the pole so you can jump for the next one.



As you head down the slope into the next area, seek out the Coin tucked away in the far corner.



A demon gang attacks you here, but it didn't count on a whirlwind of deadly steel. Use your new spell on them. There's a Red Orb inside a crate that you can use to refill your magic after the battle.

You must cross this deep pit to reach the exit. Use the row of poles on the right to reach the other side.

STAGE 1: FORSAKEN CITY



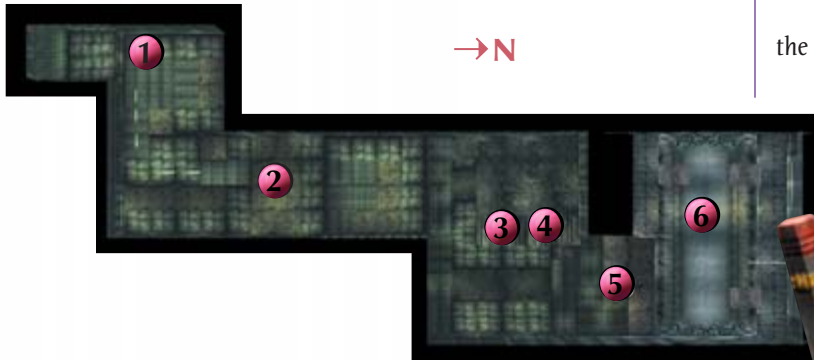
Jump out and grab the first pole. Hold **↑** while pressing **X** to perform a Swing Jump.

If you fall, a demon horde appears. Escape the pit by ascending the row of poles on the left side.

tip

Even if you can make it across the pit without falling, jump down and fight the enemies at the bottom. You can earn a lot of Blue Orbs that way.

The Home Stretch



Area Checklist

COINS: 2

SPELLS: Tekkuken Level 1

ITEMS: None

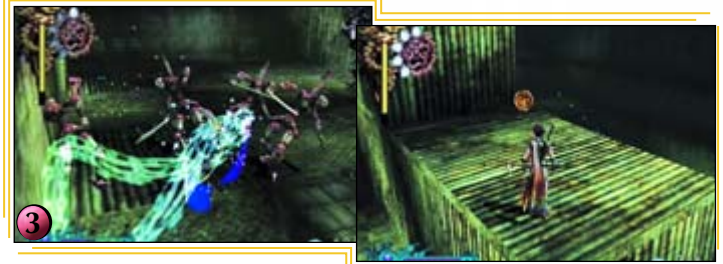
ENEMIES: Forsaken Archer, Forsaken Cleaver, Forsaken Soldier, Undead Juggernaut, Undead Soldier

BOSS: Overlord of Tears



Glide Jump to reach this Coin. Below it, a pair of Forsaken Soldiers awaits your divine justice.

Venture onward and deal with the Forsaken Cleavers you find. Shatter the urns here for Blue Orbs before proceeding.



On the left a ramp leads up a platform. Charge forward and take down the demons who appear. After defeating them, collect the Orbs from the containers nearby.

Climb onto the large box at the platform's edge and grab the Coin.

note

With 10 Coins, you can visit the Special Options menu later to watch a new bonus movie, "Gackt Interview."



Hop up onto the next ledge to find another glowing crate. This one conceals the Tekkuken spell. Equipping this boosts your attack power while draining your magic. Lau emits a golden aura while the spell is in effect.

Explore the area underneath the platform. There are lots of demons and some urns here.



After you clear away the first wave of enemies, an Undead Juggernaut arrives. A pair of Undead Soldiers escorts him. Take down the big guy first. Hang back until he finishes swinging his club, then dash in to attack. Equip the Tekkuken spell to make things easier.

tip You can score a Counter-Attack against the Juggernaut if you time your attack. As the giant demon swings his club, press **■**. Combined with Tekkuken magic, this Counter-Attack inflicts massive damage. You can still get hurt, however, so don't attempt this technique if you are low on health.



Head up the ramps and destroy the Forsaken Archers who appear. Collect the Yellow Orb inside the crate before you jump onto the final ledge to confront this area's boss.



6 THE OVERLORD OF TEARS



The Overlord of Tears is a master swordsman like yourself. He is quick and can use a variety of techniques with his deadly blade. But he's not as quick or deadly as Lau.



Hold **(R1)** as you battle this demon to keep him in your sights. The Overlord of Tears has a Defense Gauge, displayed in the upper-right corner. When you clash with him, attack with **■** until the gauge is depleted. Only then will your blows strike home.

Follow up your attack with a magic combo to deliver extra pain. After you take down the Overlord's Defense Gauge, press **▲**, then **●** to finish your attack with a spell. Souryuken works best for this.



STAGE 1: FORSAKEN CITY



Watch out for the shockwave attack. The Overlord calls down a stroke of lightning to charge up his sword...

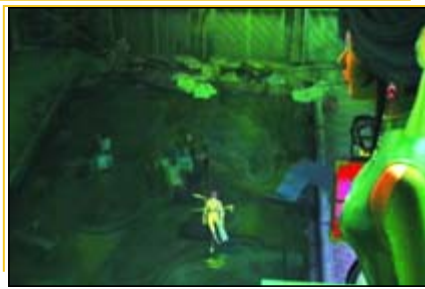


...before unleashing the energy in a series of three blasts. Dodge to the side to avoid the shockwave.

Interlude at the Temple

After you defeat the Overlord of Tears, a mysterious woman appears.

Lau catches a whiff of someone and jumps to the person's location. At first Lau regards her as an enemy and thrusts his sword in her face, but he then realizes that she is actually a person whom he knows well and puts away his sword with surprise.



The woman, whose name is Yohfa, forgives Lau's suspicions and reveals that she is here to help. She conjures a magic portal that takes you to the Temple.

Arriving at the Temple, Yohfa creates another portal before vanishing. Ignore it for now and take a moment to explore the Temple grounds. There are no enemies or items here, but you can practice Lau's various moves and pick up a few Blue Orbs along the way.



If you enter the Temple, you can practice your attacks on a Training Dummy and review the tutorials.



Approach the portal and press **X**. Enter the Power-Up Settings menu and spend the Blue Orbs you've gathered to upgrade Lau's stats. We suggest improving your attack level or health level first. (See the "Upgrading Your Character" section in "The Celestial Warrior" for more info.) Use the portal to travel to Stage 2: Bamboo Forest.



note

The portal allows you to revisit any stage you have been to. This is a good way to earn more Blue Orbs to beef up Lau's stats.

Stage 2: Bamboo Forest



The Bamboo Forest is a haunting maze shrouded in mist. You must vanquish demons and solve puzzles in each area to unseal the locked doors that bar your progress.

Turn around and peer upward to spy a Coin floating above you.



Purify the Forest



Venture up the path until a large monument looms out of the mist. Read it with **X**. You must defeat every demon in this area to break the seal on the exit door.

Continue north to find some Forsaken Soldiers. Destroy them and move on.

tip

Cutting the bamboo stalks with your swords replenishes your Magic Gauge.

A Feral Ripper appears when you reach this intersection. This agile rat-headed demon leaps around while attacking. Jump and perform a midair combo to permanently ground him.



Area Checklist

COINS: 2

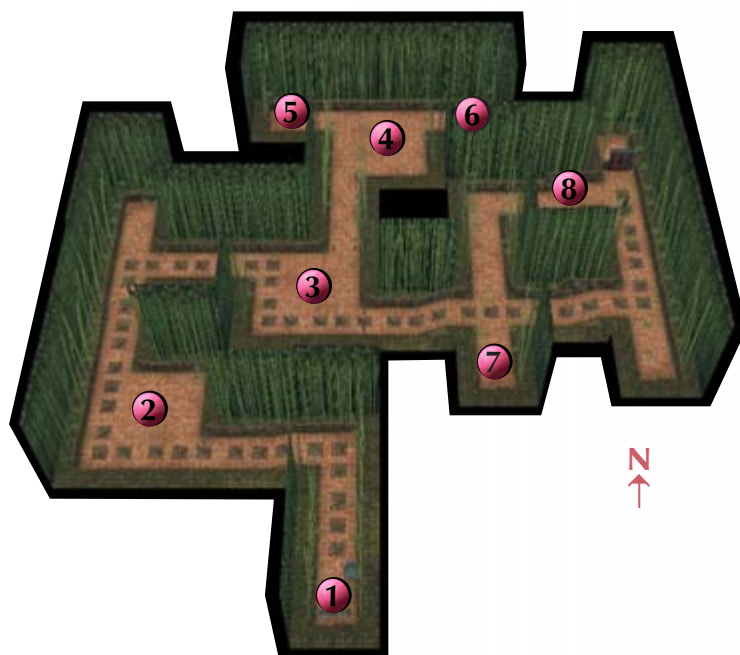
SPELLS: None

ITEMS: None

ENEMIES: Feral Ripper, Forsaken Archer, Forsaken Soldier, Undead Soldier

STAGE 2: BAMBOO FOREST

Destroy the Stone Wards



Head left between the stone markers to flush out the enemies from the path's western loop.

tip

Use your radar to keep track of which direction you face. Press **[L2]** to toggle the radar display on and off.

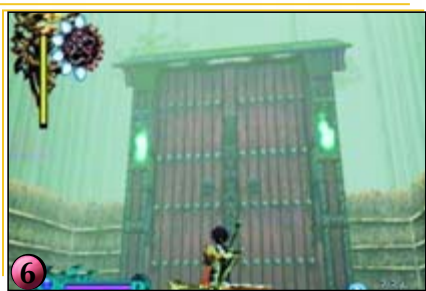


Two urns are at this blind alley's end. Empty them and continue north.

Carve up the enemies that appear as you complete the loop. Spice up your swordplay with Counter-Attacks and combos to boost your Style Points.



Grab the Coin tucked away in this corner, then explore the eastern loop. As you battle, be alert for Forsaken Archers that appear behind you.



After slaying the demons, head through the now unsealed door to the next area.

Area Checklist

COINS: 2

SPELLS: Senranken Level 1

ITEMS: None

ENEMIES: Feral Ripper, Forsaken Archer, Forsaken Soldier, Sinister Talon, Undead Soldier



Read the monument here. To unseal the exit door, you must find and destroy eight stone wards.



Sinister Talon, a stronger version of a Feral Ripper, makes his debut as you proceed. Wipe him out.



Enter the clearing and slaughter the patrolling enemies, then shatter the stone ward with your swords. Only seven more to go!



Continue on, annihilating demons along the way. Check the alcove on your left for two urns, then enter the next clearing.

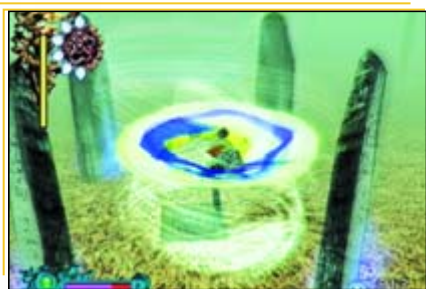


Eliminate the demons here, then head to the three stone wards.

Demolish the stones with a couple of Spin Attacks. Leave the clearing by the northern path to find the last four wards.

Vanquish the demons, then destroy the crate here to claim a new spell, Senranken. This powerful magic conjures a mighty whirlwind that strikes all nearby enemies.

Senranken magic is the only thing that can destroy the final four stone wards. Stand between the stones and cast the spell to shatter all four at once. The door at the area's end is now open.



Grab the Coin from the northwest alcove.



A Yellow Orb awaits you in the northeast alcove. Claim it, then return to the second clearing and follow the eastern path.

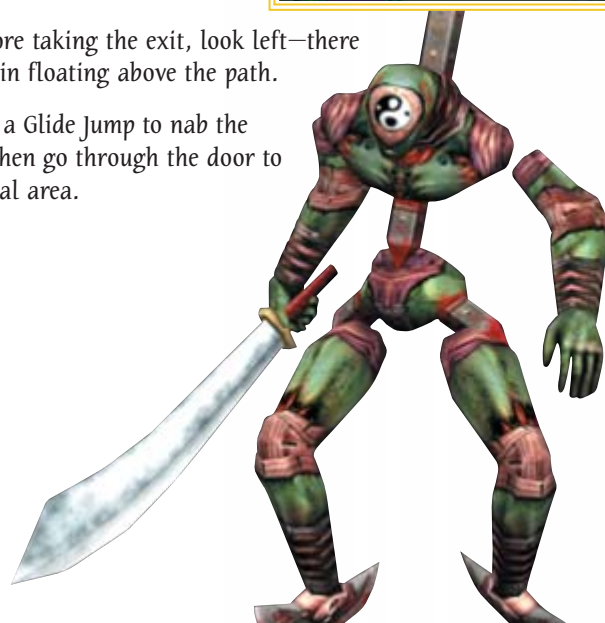


Stop by the dead end on the right and shatter a pair of urns for some Blue Orbs.



Before taking the exit, look left—there is a Coin floating above the path.

Use a Glide Jump to nab the Coin, then go through the door to the final area.



STAGE 2: BAMBOO FOREST

Gather the Harvest



Area Checklist

COINS: 2

SPILLS: Gaisenken Level 1

ITEMS: Green Orbs

ENEMIES: Feral Ripper, Forsaken Archer, Forsaken Soldier, Sinister Talon, Spear Prowler, Undead Soldier



According to the monument, you must "complete the harvest" to proceed.



Chop down some bamboo. The Green Orbs that pop out are your "harvest." The exit opens only if you are carrying 100 or more of these—but there's a catch. Green Orbs are unstable and quickly drain away.



Don't worry about collecting Green Orbs until you have explored the area. Venture forward and take out a trio of Undead Soldiers.

note

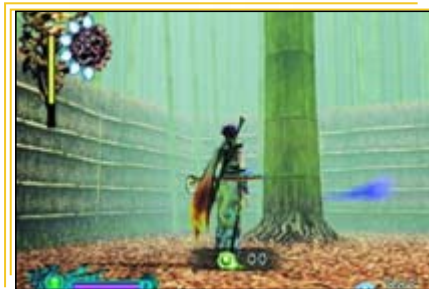
This is the 15th Coin. A new movie, "Motion Capture," is unlocked.

Snag the Coin from the left alcove, then head north.

Wipe out the Undead Soldiers in the next clearing.



The giant bamboo in the corner will give up 50 Green Orbs, but don't harvest it yet.



Fight your way along the flagstone path to the next clearing.



Slaughter the demons, being careful to avoid the giant bamboo in the corner.



Proceed to the next clearing and butcher the awaiting demons.

Check the alcove here to find a spell crate and, floating above it, a Coin.

Take the Gaisenken spell, then use a Triangle Jump to reach the Coin. Gaisenken raises your defense when equipped, but it drains your magic power.



Head north to the final clearing. A powerful cat demon, Spear Prowler, pounces on you here.



Use **[R1]** to keep a lock on the Spear Prowler. Don't wait for it to charge; rush in and give it all you've got! After defeating it, take care of the other demons wandering around.



Now you have cleared away the enemies and items in this area. Backtrack to the first clearing and chop down the giant bamboo.



As you go to the exit, maintain your stock of Green Orbs by cutting down bamboo stalks. Harvest any giant bamboo you see as well.



note

You can get multiple Green Orbs from each stalk if you chop it down with a Spin Attack.

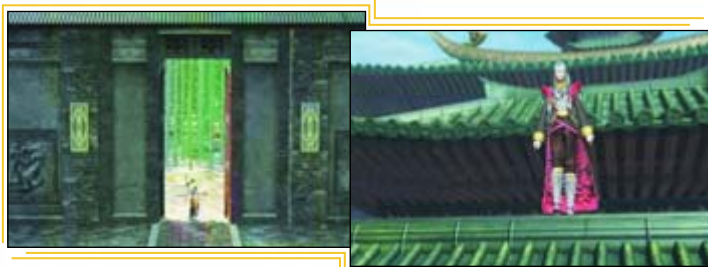
You should have more than 100 Green Orbs by the time you reach the exit. If not, keep slicing until you do. Regular bamboo stalks regenerate, but the giant ones don't.



Before exiting, look left to find a crate containing a Yellow Orb. You'll need full health for the upcoming boss battle.



STAGE 2: BAMBOO FOREST



Arriving at the Forest Temple, you are confronted by your former ally, now a villain, Rei Jenron. Instead of fighting you, he escapes through a portal and leaves you to deal with the mighty Trogdar.



TROGDAR



Trogdar is a gigantic demon. Despite his bulk, he can make quick bursts of speed. Use **R1** to keep a lock on him at all times. Hitting Trogdar in the face does more damage than hitting him in the body.



You can deal massive damage to Trogdar with Counter-Magic. Wait for him to jump away and charge up power.

When Trogdar fires his energy bolt, tap ■ to begin the Counter-Magic technique...



...then press ● when your Magic Meter flashes red. This knocks off a big chunk of Trogdar's health.



Trogdar also creates several huge boulders to hurl at you. It takes him a while to execute this attack, so run in and hit him hard. You can interrupt the attack if you deal enough damage.

tip

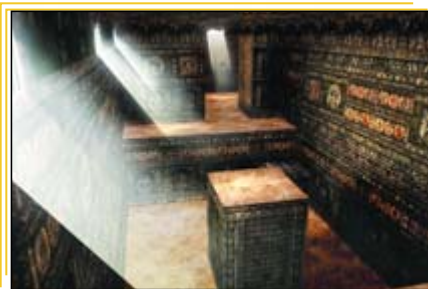
Hitting an Enemy Boss in the head inflicts more damage. The enemy turns red when this happens.



After you defeat him, a portal appears. Step through to return to the Temple.



Stage 3: Desecrated Monastery



The Desecrated Monastery is on a sheer cliff face. Once home to devoted monks, demons now overrun it. Lau must face tough new enemies and traps while keeping an eye out for secret rooms and items.

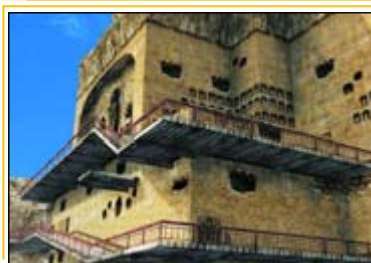
Area Checklist

COINS: 3

SPELLS: Gouenken Level 2

ITEMS: None

ENEMIES: None



After arriving on the lowest ramp, look up to see a pair of ledges. Run up the wall to smash an urn waiting there.



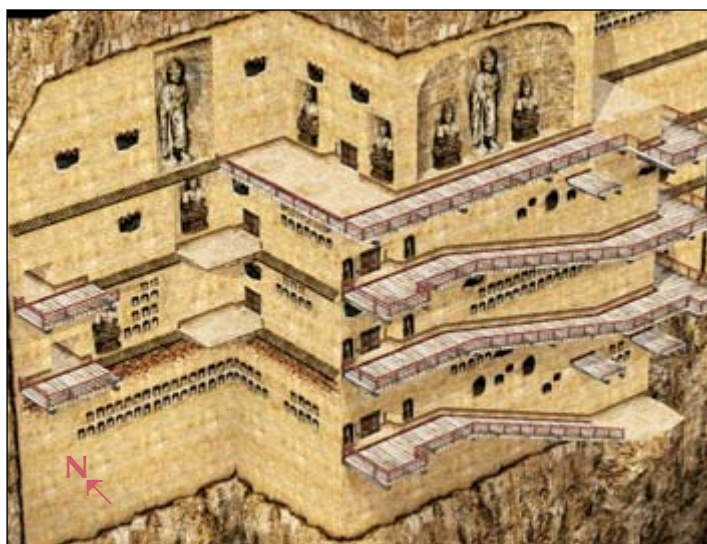
Take the door at the ramp's top to enter the first floor.



tip

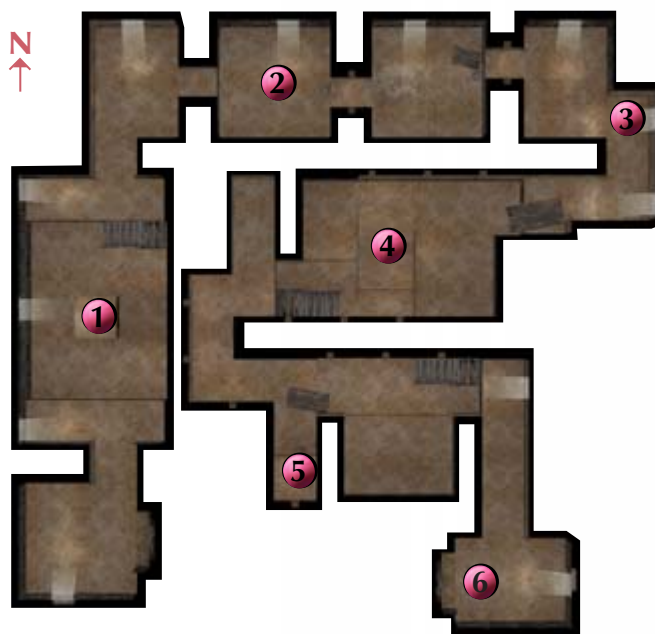
Before you begin this stage, use the Power-Up Settings menu to spend the Blue Orbs you gathered in the Bamboo Forest. To use the new spells in this stage, raise your Tenreiken to Level 2.

The Outer Wall



Series of ramps circle the outer wall. They link the different monastery floors. You'll return here several times during this stage.

The First Floor



STAGE 3: DESECRATED MONASTERY

Area Checklist

COINS: 2

SPELLS: None

ITEMS: None

ENEMIES: Razor Spiders

As you head inside, you meet up with a Razor Spider gang. Its many legs are no match for your two swords.

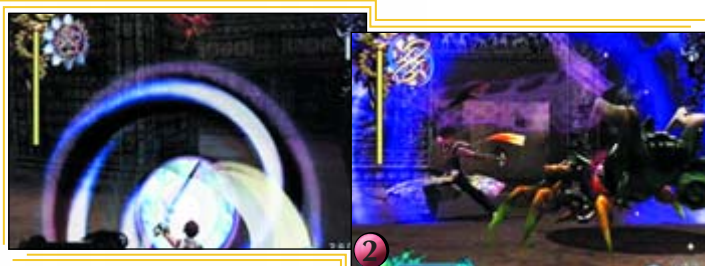


Razor Spiders hurl gobs of venom at you. Dodge the venom or deflect it with Counter-Magic.



tip Spiders can release their venom only when clinging to a wall. Swat them to the ground to negate this attack.

Collect the Blue Orbs from atop the pillar before going on.



More Razor Spiders lurk here. Make spider sauce out of them.

Run up the planks to get through the next set of rooms, grabbing Blue Orbs along the way.



As you round the corner, jump and take out the Razor Spiders above you.



Follow the Blue Orb trail by running along the wall.

Use another Wall Run to follow the next trail of Blue Orbs.

caution

If you fall here, a Razor Spider swarm materializes. Weak individually, Razor Spiders are formidable in large numbers. Keep moving while fighting to avoid getting struck from behind.

Continue along the hall, watching for a ledge holding a Coin. A couple of Razor Spiders put up feeble resistance.



Another Orb trail shows the way forward. Razor Spiders lurk below should you fall.

Clear out the spiders from the final room. Before you leave, take the Coin in front of the statue.

BACK TO THE OUTER WALL

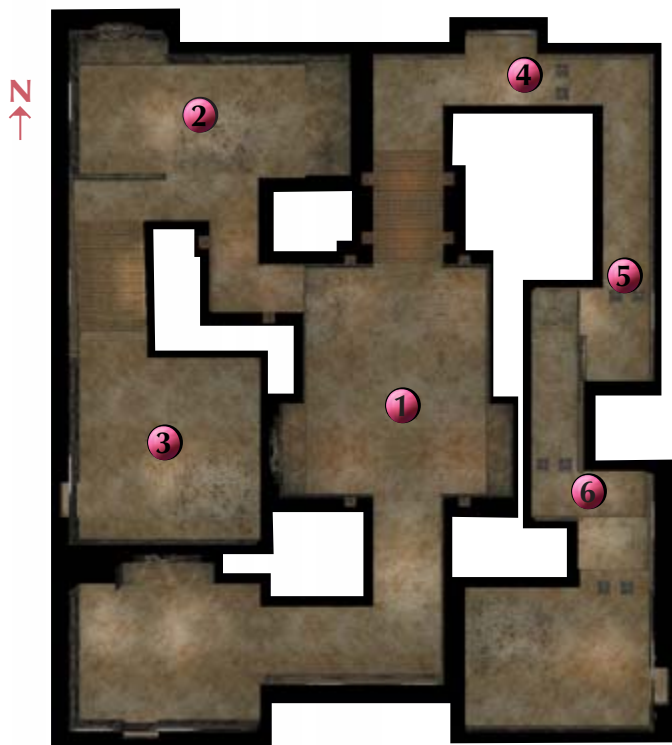
Go through the door and along the outside ramp. At the end is a Coin beyond the railing. Jump over the side to get it. If you land on the lower ramp, you'll have to fight your way through the first floor again.



note

A way to get the Coin without losing any health is to stand on the rail with Lau's back to the Coin (facing the doors), jump up, and while Lau is in the air, press down lightly on the left analog stick. Lau will catch the rail with his hand and collect the Coin at the same time, thereby retaining all of his health.

The Second Floor



Area Checklist

COINS: 2

SPELLS: None

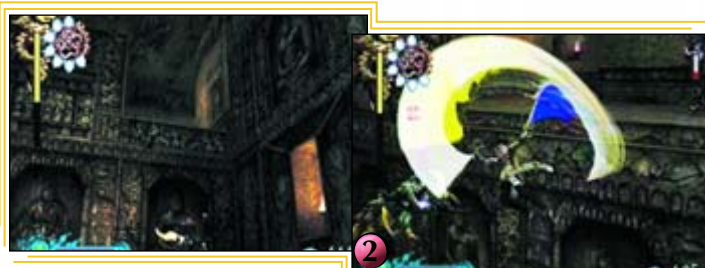
ITEMS: None

ENEMIES: Forsaken Archer, Razor Spiders, Undead Archer



Lau remembers a scene from long ago, when Rei was still one of the good guys. Why he became evil is still a mystery.

Go down the hall and exterminate some Razor Spiders. They're backed up by a Forsaken Archer, so take him out too.



Skip the stairs for now and go through the opening high in the left corner.

Jump down into the next room and take out the Razor Spiders and a lone Undead Archer. Empty the crate and urns on the ledge, then continue down the hall.

More Razor Spiders await you at the bottom of the stairs. Carve them up, then go through the door.



STAGE 3: DESECRATED MONASTERY

BACK TO THE OUTER WALL

You are outside again. Glide to the next ledge.

Enter the little shrine and smash open the crate to get a new spell, Gouenken Level 2. This is a stronger version of the standard fire spell. Glide to the door and back-track to the stairs you skipped earlier.



More statue traps are ahead. Wait until the coast is clear, then dash in and turn them to rubble.



Continue on, demolishing more statue traps along the way.



Run up the wall to get the Coin tucked away high in the corner.



Statue traps await you around the next corner. Wait for them to fire, then run over and shatter them with your swords.

tip

You can peer around corners with the right analog stick. Use this to get a clear view of the statues so you can time your charge.



Pick up the Coin by the left window.

note

With 20 Coins, the Character Viewer becomes available under the Special Options menu. You can view the Lau Wong Character Model.

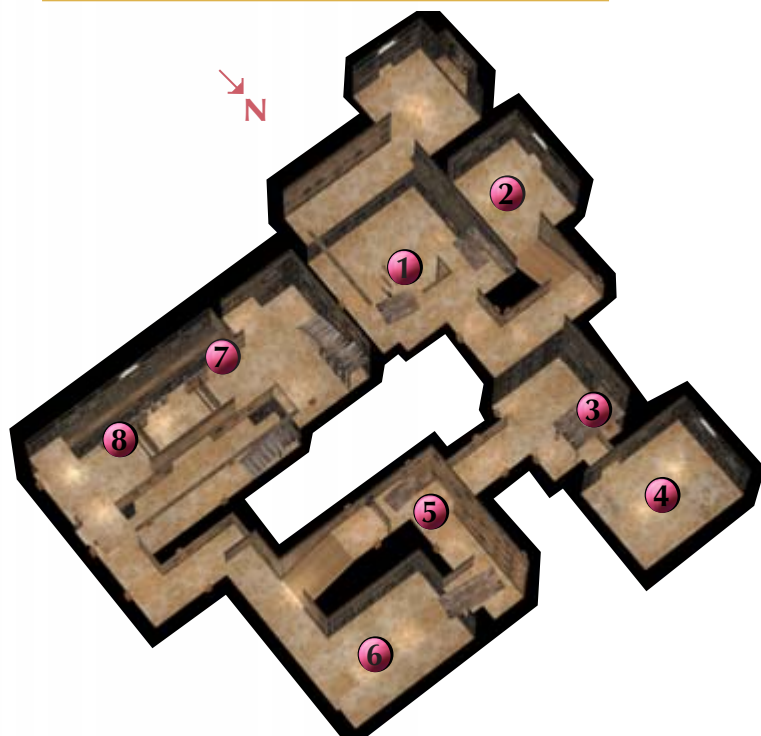
Two last statue traps block your way to the exit. Pulverize them, check the corner for a crate containing a Yellow Orb, and go through the door.



BACK TO THE OUTER WALL

When you get to the end of the ramp, turn around and notice the Coin atop the ledge. Run up the wall to reach it, then go through the door to the third floor.

The Third Floor



Area Checklist

COINS: 3

SPELLS: Ryouseiken Level 2

ITEMS: None

ENEMIES: Forsaken Cleaver, Forsaken Warriors, Overlord of Pain, Poisonous Watchers, Razor Spiders, Undead Archers, Undead Juggernaut

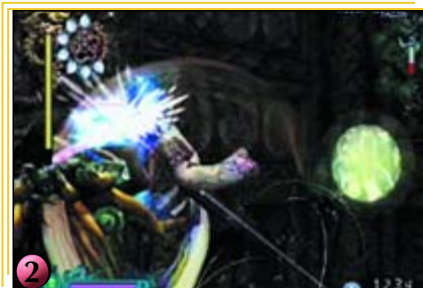
Drop into the first room and take on the enemies.

Ignore the poles on the right and use Triangle Jumps to ascend to the next area. Stand under the row of Blue Orbs and jump from wall to wall.



Razor Spiders greet you at the top. Welcome them with your swords.

Don't drop into the next room yet. Instead, go left around the corner and down the stairs to find some Razor Spiders and urns. Then go through the door.



BACK TO THE OUTER WALL

Once outside, Glide to the next ledge.

Enter the shrine to find a stash of crates and urns. Empty them and go back the way you came.



Glide to the platform to find a Coin, then head into the next room.



A new spell awaits you. Before you can claim it, you must vanquish its guardian, the Overlord of Sin.

STAGE 3: DESECRATED MONASTERY

Like the Overlord of Tears you fought at the end of the first stage, this demon is a sword master. Stay close and hit him with a flurry of blows until his Defense Gauge is wiped out, then finish your attack with a combo.



After the battle, smash open the crate to claim the spell, Ryouseiken. This awesome spell launches volleys of magic arrows at your enemies.



Go out and look under the wooden platform for a trio of urns.



A new type of demon, the Poisonous Watcher, appears as you head down the next hall.



Poisonous Watchers self-destruct in a damaging fireball when they are slain or when you get too close. After knocking one down, jump away to avoid the blast.

Run up the wall in the corner to find a hidden ledge holding a Coin.

Defeat the Razor Spiders that appear, then descend and go to the hall's end. Triangle Jump off the walls to reach the next ledge.



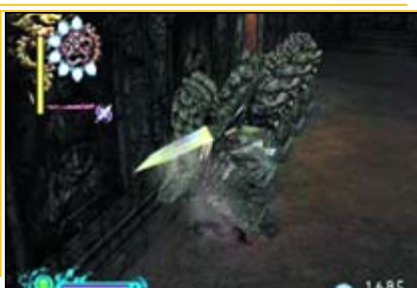
Take out the gang of Forsaken Warriors in the next room.



Continue onward, avoiding Poisonous Watchers. At the hall's end, look down to see a row of statue traps.



Hop down and destroy these traps so that if you fall while ascending to the next area, they won't nail you.



Go up and run along the wall to collect the Blue Orbs.



Once across, climb to the next level and run on the left side, following the Blue Orb path.

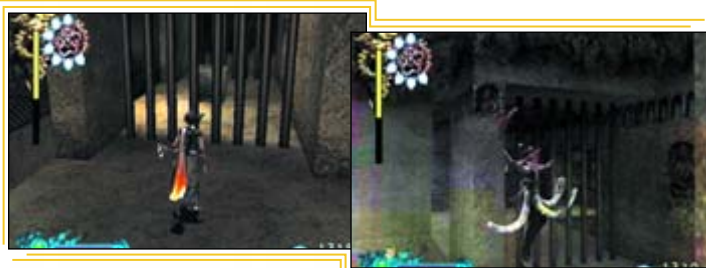


Jump out to grab the Coin, then rebound off the wall to avoid falling.



note

With 25 Coins, a new menu appears in the Special Options menu: Lau Costume Settings. The new costume gives Lau an up-to-date look, with a stylish jacket and sunglasses.



To reach this crate, you must run along the wall on the left...

...and jump off. A Yellow Orb is your reward. After taking it, go to the last ledge and through the door.



BACK TO THE OUTER WALL

Once outside, turn around and look up to spy a Coin hovering in the corner. Run up the wall and take it.



Continue around the ledge and through the door.

An army of demons guards the door leading to the boss. As you slice them to shreds, watch out for Archers. Eventually, an Undead Juggernaut arrives to cap off the battle. When it's all over, head through the unsealed door.



Lau remembers the day when Rei went bad. When demons killed Yohfa, Rei was blinded with rage and claimed the demon's power for his own. After the flashback, Rei appears just long enough to provide you with a new play-mate: the fearsome Mahler.



STAGE 3: DESECRATED MONASTERY

MAHLER



Mahler is a gigantic beast with a variety of fast and deadly attacks. Lau has his work cut out for him in this battle.



Counter-Magic is your best hope in this fight. When Mahler launches a fireball at you, absorb the energy by tapping ■, then release it with ●.

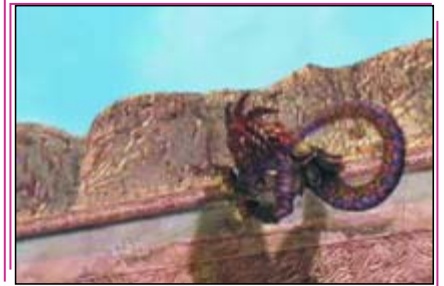
This blast will knock off almost half of Mahler's health.



When Mahler leaps up and curls into a ball, he's about to dive-bomb you. You can block this attack and answer it with a combo of your own, or dodge aside and strike him when he lands. Do not rush in before Mahler attacks; he will jump away.



Keep battling with Counter-Magic and Counter-Attacks until the beast has had enough. After the battle, Mahler runs away. Don't worry; you'll get a chance to finish him off later.



Jump through the portal that appears to return to the Temple.



Stage 4: Demon Mecca

NOW IT'S PERSONAL!

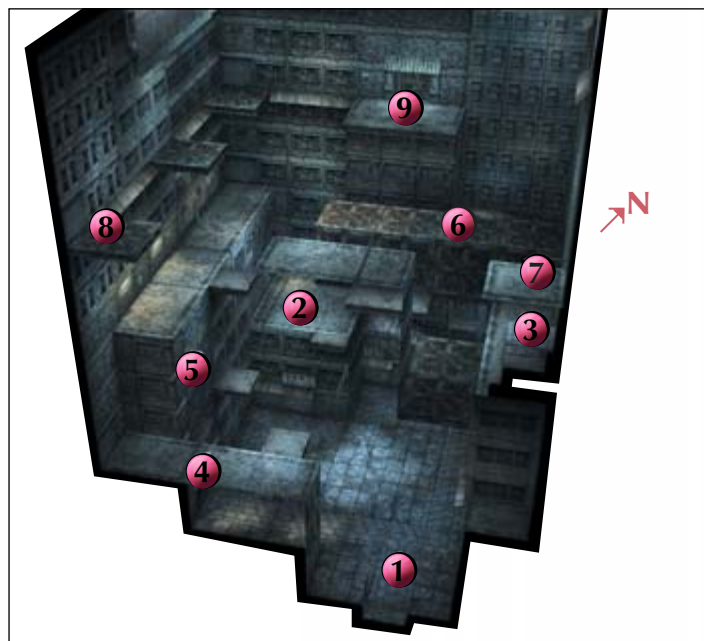
When you get to the Temple, Rei drops in and kidnaps Yohfa. Before you can react, he flees with her through a portal.



Before following him to the next stage, use the Power-Up Settings menu to make further upgrades to Lau. Increase your maximum health if you haven't already.



Ascent into Madness



Area Checklist

COINS: 3

SPELLS: Souryuken Level 2

ITEMS: None

ENEMIES: Feral Rippers, Gold Soul-Mirror, Poisonous Watchers, Sinister Talons, Undead Archers

The Demon Mecca will put your jumping skills to the test as you climb through the many vertical areas in this stage. Awaiting you inside the ruined buildings are traps, hidden items, and lots of demons.



You are beset by Feral Rippers and Sinister Talons. Combo them into oblivion.

Check out the urn trio in the corner.

STAGE 4: DEMON MECCA



Climb the stairs and jump onto the roof. Deal cautiously with the Poisonous Watchers here.



Across the way a Coin sits on a ledge. The gong-like contraption hovering before it is a Gold Soul-Mirror.

Soul-Mirrors come in several varieties, but they are all stationary and fire a ceaseless barrage of energy bolts. They are impervious to magic. To destroy this one, run out along the wall above it, then drop and shatter it with a single blow. Now you can reach the Coin.

Glide or climb onto the building in the opposite corner.



Smash open the urns, then climb up the row of poles. At the top, look back to see a Coin floating nearby.

Climb up the poles and jump onto the ledge. Look right and Glide across the ledges to the other side. Don't worry about the Soul-Mirror.

Undead Archers and Poisonous Watchers ambush you when you arrive. Keep the sword-play simple to avoid falling off the edge.



Get on top of the long pillar that juts into the middle of the area. A Coin waits for you at the end.



On the other side of the pillar, look down; a ledge holds a spell crate. Jump over and smash it to get Souryuken Level 2.

tip

You can't use Level 2 spells until you upgrade your magic attribute to the same level. If you need to return to the Temple to make upgrades, you can do so at any time. Press **START** to activate the menu and choose "Return to the Temple."

Wall Run over the pillar and use the poles to get onto the highest ledge in the far corner.



As you smash the urns here, watch out for incoming fire from the Gold Soul-Mirror.





Continue around the area's edge, Gliding from ledge to ledge.



Poisonous Watchers harass you as you navigate the ledges. Don't fight them. Just keep moving and they won't be able to catch up. When you make it all the way around, take the door to the next area.

Recover the Scorpion Key



Area Checklist

COINS: 1

SPELLS: None

ITEMS: Scorpion Key

ENEMIES: Forsaken Cleavers, Forsaken Warriors, Undead Archers, Undead Soldiers



Look up when you enter to spy a Coin right under the hole in the ceiling.

note

Your 30th Coin unlocks Lau's new costume. You can view it in the Special Options menu under the Character Viewer section.



Break down the doors on the right to proceed.



Head down the hall. Look for a pair of doors on the right. The room on the other side is a trap. It's optional, but you can enter and fight the demons inside for Blue Orbs.

If you accept the challenge, you get to slaughter some Forsaken Cleavers and Warriors.

Destroy the urns at the intersection and continue down to the next set of breakable doors.



STAGE 4: DEMON MECCA



Enter the room beyond and deal out justice to the Undead Soldiers and Archers.

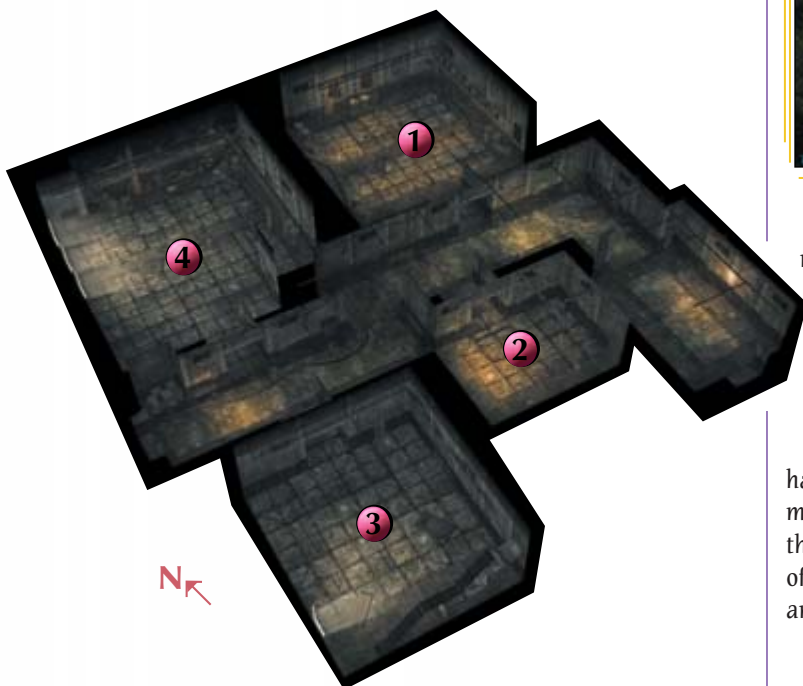


After the fight, pick up the Scorpion Key that's left behind.

The Scorpion Key unlocks the door to the next area.



Four Rooms



Area Checklist

COINS: 1

SPELLS: None

ITEMS: Mantis Key

ENEMIES: Axe Prowler, Forsaken Warriors, Spawned Warrior, Undead Soldier



Run forward and smash the first door on the right.

Take down the demon warrior quartet. Don't forget that fancy swordplay earns you bonus Orbs at the level's end.



Your reward for surviving the gauntlet is a Coin. Take it and return to the hall.

The room across the hall conceals a crate containing a Yellow Orb.

Farther down the hall are an urn and two more rooms. The one on the left harbors a bunch of Forsaken Warriors and a Spawned Warrior.



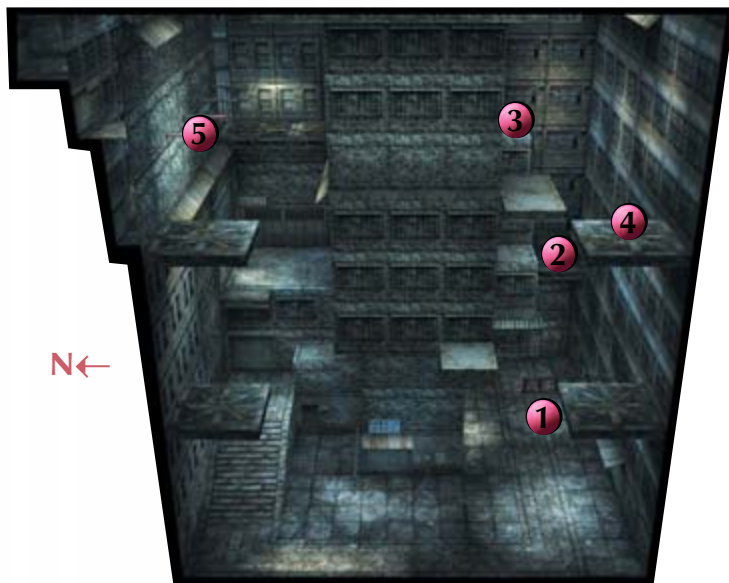


On the hall's other side is the Axe Prowler's lair. He attacks. Use Counter-Attacks in response and make cat food out of him.



He leaves the Mantis Key behind. Take it and use it on the portal at the hall's end to enter the next area.

Faulty Towers



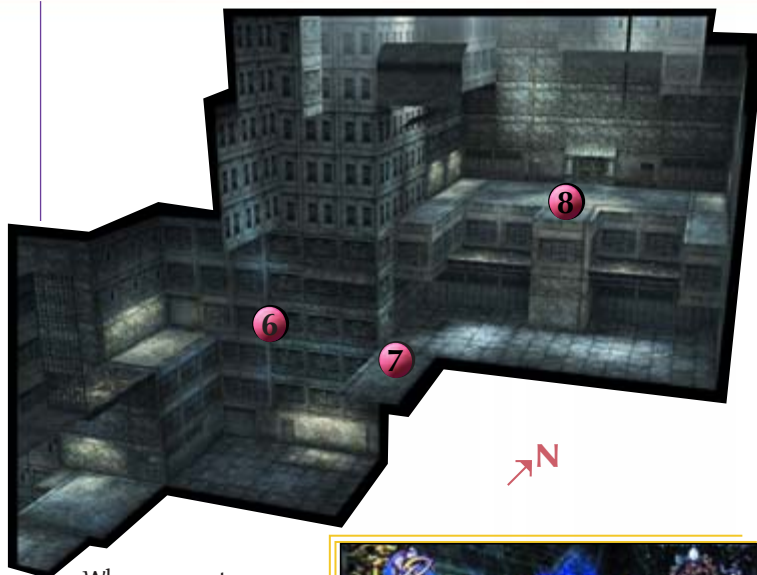
Area Checklist

COINS: 3

SPELLS: Senranken Level 2

ITEMS: None

ENEMIES: Iron Soul-Mirrors, Feral Rippers, Sinister Talons



When you enter, several Sinister Talons leap from the shadows. Around the corner, jump onto the building to find some urns.



Go back and look up over the entrance. The crate on the ledge contains a new spell.

Run up the wall next to the ledge and smash the crate to get Senranken Level 2, a more powerful version of the whirlwind spell.

Continue up the wall to the highest ledge. Glide across the platforms to the corner, where a Coin glimmers.



STAGE 4: DEMON MECCA

A Long Climb

From there, go back one ledge and look right to the next corner. To get there, run along the wall and jump off when you get to the end, then Glide the rest of the way.



A row of poles leads to the next area. Climb atop the poles and jump across to get the Coin floating above.



Round the next corner to find a pit with some Iron Soul-Mirrors above it. To cross, jump out and combo one of the mirrors. Keep tapping **■** and your attack will carry you all the way across.



tip

Earn extra Blue Orbs by dropping into the pit and slaying the Feral Rippers and Sinister Talons there. Run up the walls to get out.



Once across the pit, direct your gaze upward. A Coin shines high up in the corner. Run up the wall and grab it.



Venture on, crushing any enemies. Check the ledges on either side of the central pillar for urns and a crate. More containers are on either side of the door. Grab everything and go on to the next area.



Area Checklist

COINS: 2

SPILLS: None

ITEMS: None

ENEMIES: Overlord of Pain, Spawned Warriors, Undead Archer, Undead Warrior

Charge through the door on the right and destroy every demon in your path. Take the Coin from inside the room.



caution

Spawned Warriors are tough. Not only can they use combos, they can throw their blades at you. Stay close when fighting them so you don't get hit by a flying sword.

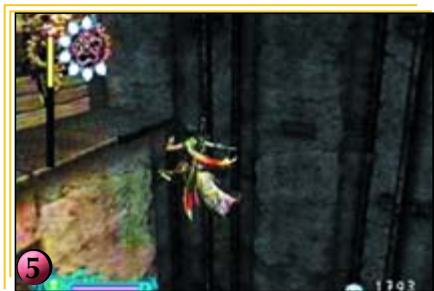
An Overlord of Pain commands the room on the left. He has nothing for you, so avoid this room if you are low on health. But if you have a raging thirst for demon-slaying, you won't pass him by.



It's a long way up. Run up the left wall to reach the first landing.

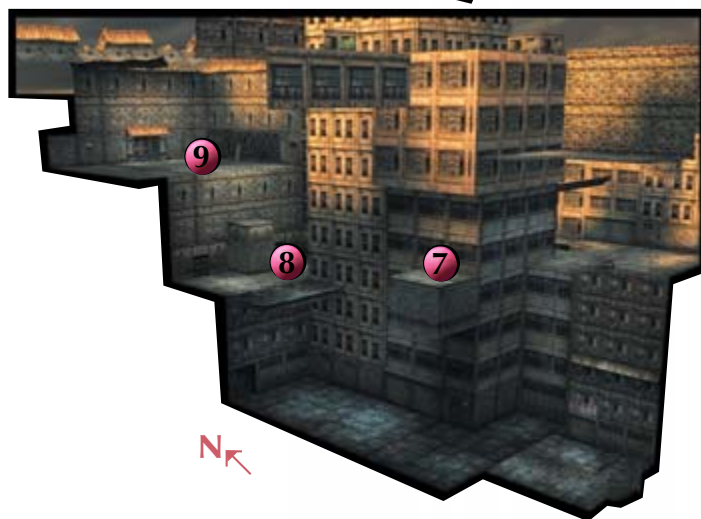
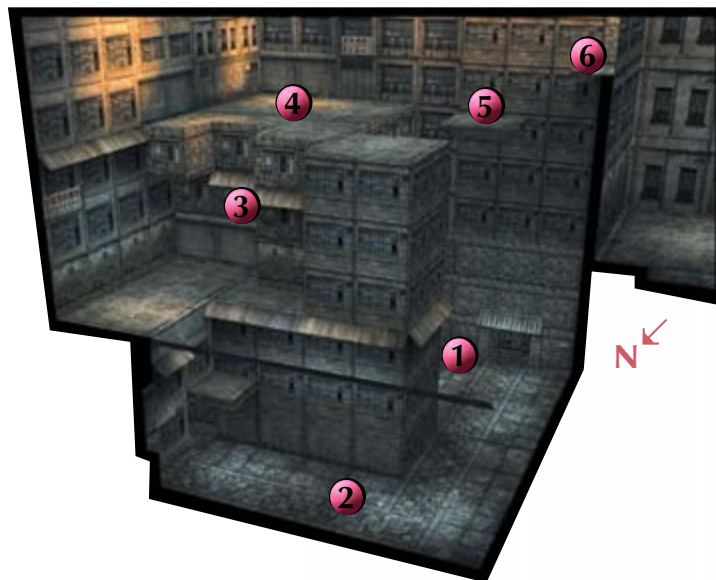


When you get to the top, drop on the right side to get the Coin. Run up and deal with the waiting demons.



Use a series of Triangle Jumps to ascend the last leg of the shaft and head through the door.

Skyline at Sunset



Area Checklist

COINS: 3

SPELLS: None

ITEMS: None

ENEMIES: Feral Ripper, Gold Soul-Mirrors, Insane Slashers, Sinister Talons, Forsaken Warrior, Undead Juggernaut

A Coin is to your right. Three urns rest nearby. Take everything and head down the alley.



STAGE 4: DEMON MECCA



The onslaught begins when you round the corner. One Sinister Talon appears on the ground. When you defeat it, an Undead Juggernaut appears.

tip

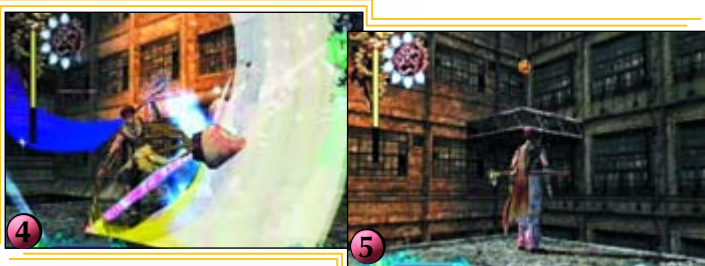
To make this battle easier, take out the leaping demons first. Then you are free to deal with the Undead Juggernaut without rude interruptions.



Grab a Red Orb from the crate at the end of the alley, then climb the wall onto the roof.



To reach the next plateau, look for a gap in the awnings through which to run.



Another wave of demons appears when you get to the top. Lay into them with a vengeance.

Jump out and run along the wall to reach the Coin on a corner ledge.

Use another Wall Run to reach the next opening.



Continue along the wall on the right. Time your run between the blasts from the Gold Soul-Mirrors laying down crossfire on the awaiting ledge.



Reach the ledge and a Coin is your reward. If you fall, climb up and try again.

Glide forward to the next platform and slay the demons there, then claim the Red Orb from the crate nearby.



In the corner at the top of the final landing is a concealed Yellow Orb. You want full health before going through the door to meet Rei.



BUJINGAI

REI JENRON

PRIMA OFFICIAL GAME GUIDE



Rei is an extremely tough opponent, and he's here to dish out pain. His demonic powers give him speed and power, and he packs a slew of nasty sword techniques. Your combat prowess is going to face its toughest test yet.



Clash with Rei and keep an eye on the Defense Gauges. If yours gets too low, break out of the clash with X. You can wear down Rei's gauge if your attack is vigorous, but it will take some endurance.

Stray too far from your rival and he'll unleash some ranged attacks. Dodge these attacks with X.



tip

Avoiding Rei's magic attacks is tricky. To eliminate the danger, maintain a clash. He'll be too busy to try anything else.

When Rei's health runs out, he makes his customary escape through a summoned portal. But you're not out of danger yet.



STAGE 4: DEMON MECCA

MAHLER

He's baaaack! And he's not in a good mood. He's also got a lot more health than he had before.

Absorb Mahler's fireballs with Counter-Magic. Release your attack quickly, because Mahler is faster than ever.



Mahler can make up to four quick dash attacks in sequence. Target him with **[R1]** so you can dodge aside. Carefully time your evasive leaps. If you simply mash **X** repeatedly, Mahler will nail you.



Get a slash in at every opportunity, but avoid using long combos. A Spin Attack works best. It will hit multiple times, but you can still react if Mahler tries anything sneaky.

tip

Counter-Attacks and Counter-Magic are essential here. It is extremely difficult to win this battle with normal attacks and spells alone.



As if things aren't bad enough, Mahler's diving attack leaves a flame trail in its wake. Keep away until it burns out.



When you defeat the behemoth, he dissolves in a flame cloud. Breathe a sigh of relief because you're done with Mahler for good.



Jump through the portal to return to the Temple's tranquility.



Stage 5: Unholy Mountain



Wracked with icy winds and riddled with bottomless chasms, the Unholy Mountain is treacherous. At its heart is an ancient temple full of traps, powerful demons, and sacred artifacts. The challenges here are greater than any you have faced so far.

tip

Use the Power-Up Settings menu to spend the Blue Orbs you collected in Demon Mecca before you begin this stage.

Wind Chill



Area Checklist

COINS: 2

SPELLS: None

ITEMS: None

ENEMIES: Equine Haunts, Forsaken Berserkers, Iron Soul-Mirrors, Spawned Killers

caution

Icy wind drains your health while you are in this area. Avoid drawn-out battles and keep moving forward so you can get through as quickly as possible. You will find shelter from the cold at the mountain's top.



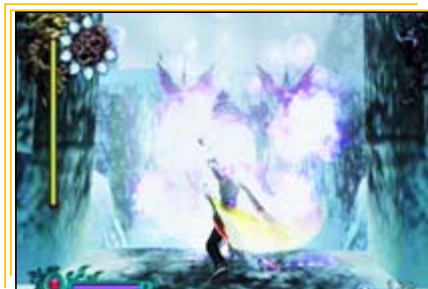
Fortunately, Yellow Orbs are abundant. The searing heat of Gouenken magic frees them from the ice.



Winged Equine Haunts harass you right off the bat. A midair combo downs them, but there is a better way.



Equine Haunts draw their power from nearby Iron Soul-Mirrors. Smashing the mirrors defeats the flying menaces.



STAGE 5: UNHOLY MOUNTAIN

Continue on and drop into the valley ahead—triggering an avalanche! This is like the flood you survived in the Forsaken City. Use Counter-Magic when the avalanche hits to blaze a path through the onrushing snow.



A Coin is atop the gate as you emerge from the valley. Run up the side of the gate and take it.



Continue up the path to meet a gang of Forsaken Berserkers; stay away from the left cliff as you battle them.

A welcome Yellow Orb is near the next gate.

Descend the ramps and take out the Forsaken Berserkers guarding the bridge.

As you cross the bridge, look up to spy a Coin above you. Jump onto the beam and Glide to grab it. If the Equine Haunts give you trouble, take them out before jumping for the Coin.



note

With 40 Coins you can now view the “Koichi Yamadera Interview” under the Special Options menu.

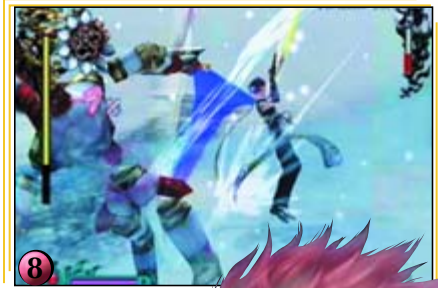


Acquire another Yellow Orb to the next gate's left.

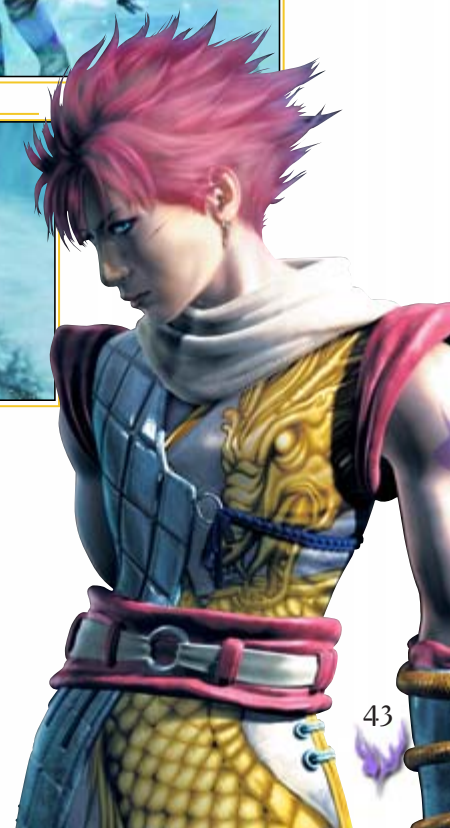


Continue running up the path, liquidating the Forsaken Berserkers and Spawned Killers that try to stop you.

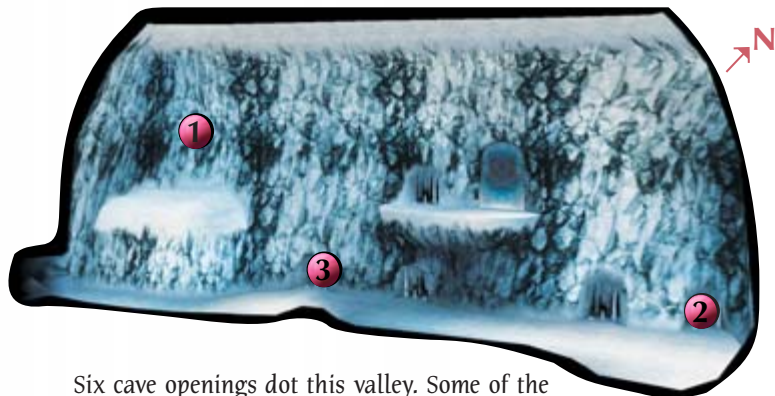
Replenish your health with the Yellow Orb as you crest the ridge. Follow the descending trail. The demons attack; run past them if your health drops.



Grab the final Yellow Orb and head for the shelter of the cave. Once through, you're safe from the biting wind.



The Phoenix Key



Six cave openings dot this valley. Some of the caverns hold items and spells, while others lead to the ancient temple buried inside the mountain. To reach the temple's inner sanctum, you must seek out and activate three magic altars, each of which requires its own special key.

Area Checklist

COINS: 1

SPELLS: None

ITEMS: Phoenix Key

ENEMIES: Forsaken Berserkers, Spawned Killers, Undead Archer

Safe from the wind at last! Upon entering, run to the left bluff to find a Coin. Use a Triangle Jump to reach it.



As you head into the valley, a team of Spawned Killers materialize around you. Slay them if you wish, but be warned: They regenerate every time you return to this valley.



The first cave to visit is at this valley's end.

tip

Use your swords to shatter the icicles obstructing the cave mouths.

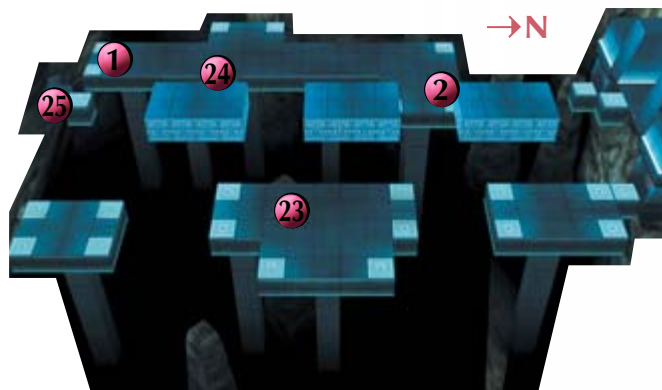
Forsaken Berserkers and Spawned Killers await their doom in this chamber. Don't disappoint them.



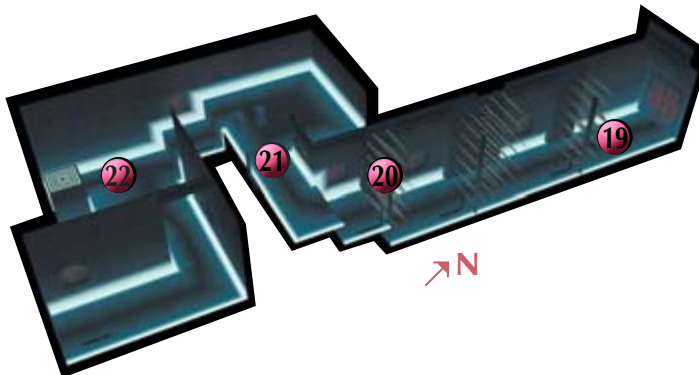
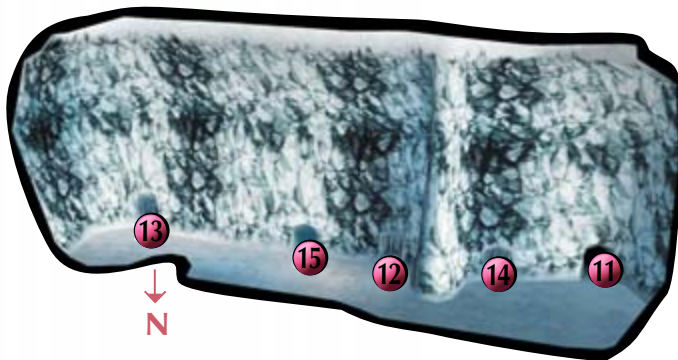
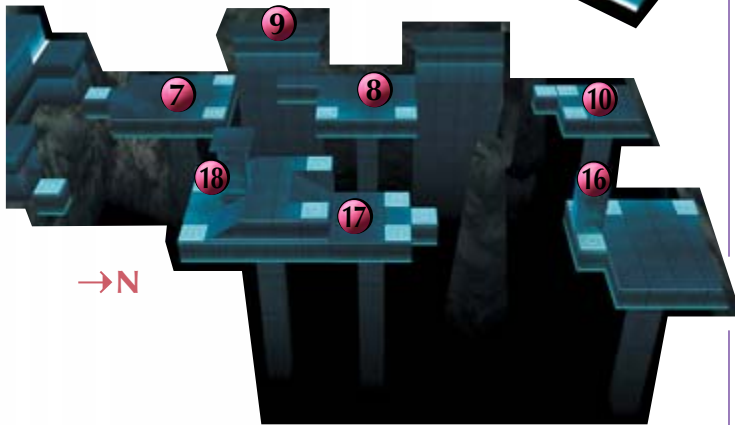
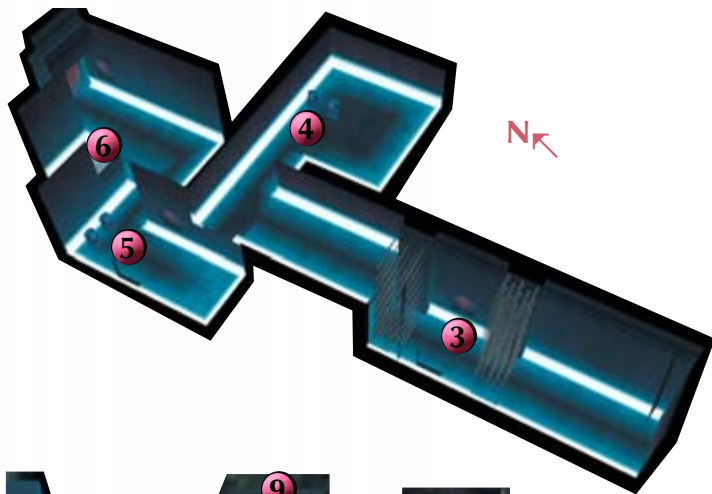
The deed done, you are now free to claim the Phoenix Key, the first of three you must find. Key in hand, head into the valley.

Go through the cave nearest the valley entrance. This looping path leads around the ancient temple's perimeter. Don't worry about the other caves for now; you will come back to them later.

The Ancient Temple



STAGE 5: UNHOLY MOUNTAIN



Area Checklist

COINS: 4

SPILLS: Dankuiken Level 2, Gouenken Level 3

ITEMS: Dragon Key, Turtle Key

ENEMIES: Chakram Prowler, Forsaken Archers, Forsaken Berserkers, Mace Constructs, Poisonous Watchers, Remorseless Phantoms, Spawned Killers, Undead Archer

The ancient temple looms in the cavern's center. To get inside, you must activate three altars.

Mace Constructs prowl the ancient temple's insides. These tank demons do their best to run you down. Escape the fracas with an Uppercut combo.



note

You pass a small blue altar here. You can't do anything with it yet, but remember it for later.

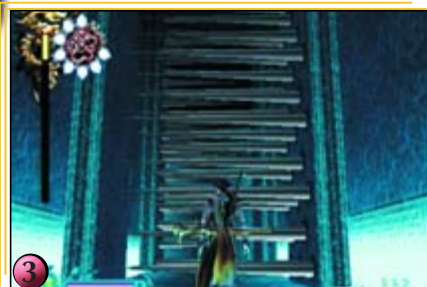


Slay the Archers at the platform's end and activate the red altar with the Phoenix Key. This summons a platform, allowing you to get to the next area.

Hop onto the platform, Glide to the door, and go through.



Sharp spikes greet you. Wait for them to retract before running and jumping past.



Lion Head statues that emit lasers await you around the next corner.



When the coast is clear, dash in and turn them into rubble.

A new type of demon ambushes you here: the Remorseless Phantom. These cowardly blobs are invulnerable until they emerge from the floor. Keep moving to avoid being engulfed. Mop up the blobs, and receive a Red Orb as your reward.



note

Remorseless Phantoms blend in well with the floor and are hard to see as they slide around. Remorseless Phantoms are highly susceptible to Gouenken Spells!



Glide over and take out the next pair of statues, then dish out some pain to the remaining Spawned Killers and Remorseless Phantoms.



Now that the room is clear, run up the pillar and grab the Coin before going out the door.

Forsaken Berserkers and Mace Constructs gather here. Disperse them with your swords.



note

The Spin Attack is handy when you need to fend off numerous enemies simultaneously, especially here. One Spin Attack will send most of the demons flying off the platform's edge.

More demons appear on the next platform. Stay clear of the Poisonous Watchers when they detonate.



With the enemies defeated, you are free to try for the spell crate on top of the first platform.



STAGE 5: UNHOLY MOUNTAIN



Run up the narrow side of the second platform. At the top, press **X** to Triangle Jump and Glide to the crate. Smash it open to receive Gouenken Level 3, the strongest type of fire magic.

note

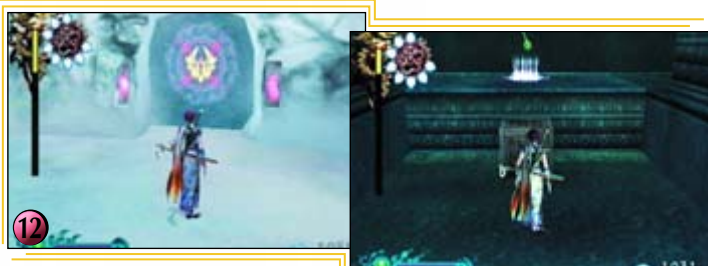
To use Level 3 spells, Lau's magic attribute must be at the same level. Remember this the next time you're upgrading your character if you want to use powerful magic.



Spell in hand, run along the platform's wide side to exit through the door ahead.



You emerge into another snowy valley lined with caves. Descend upon the hapless demons loitering here and carve them into tiny pieces.



The sealed portal opens only for the bearer of the Turtle Key. The key is inside the next cave on the right.

Enter the cave to grab both the key and a Yellow Orb. Head into the snow. Turn right and enter the last cave.



Liquidate the Remorseless Phantoms and sunder the laser-emitting statues. That done, jump up to catch your next Coin.

Go outside. The second cave from the left holds a new spell. To claim it, you have to vanquish a new enemy.



HERE, KITTY!



The Chakram Prowler won't let you take the spell without a fight.



Use **R1** to maintain a lock, and leap aside when the big cat pounces...

...then lay into him with a nice combo. Beware his razor-sharp ring. It will cut into your health.



When the giant feline is defeated, claim your reward: Dankuukun Level 2.

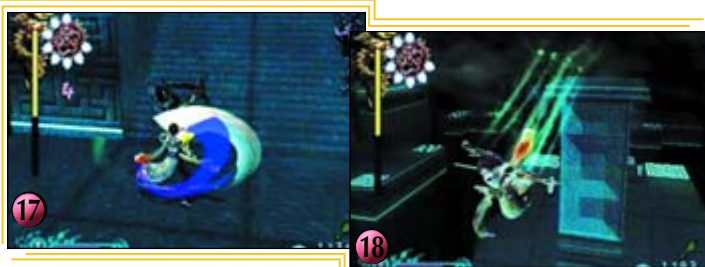


note Make use of your new spell in upcoming battles. The powerful shockwave can strike enemies at a great distance.

You are ready to re-enter the temple. Enter the formerly sealed door flanked by twin blue torches.



Climb on top of the pillar and Glide to the next platform.



Mace Constructs and Forsaken Berserkers try to maul you when you land. Show them who's boss. Beware of the Archers sniping at you during the battle.

To cross the next gap, run up the side of the pillar and Triangle Jump at the top, Gliding to the other side. Once across, head through the door.



More spikes await you. To cross the hall, time your steps to sync with the retraction of the spikes. Pick up the Blue Orbs at your peril.

A Coin nestles among the last set of spikes. As the spikes retract, jump up to retrieve it.



Another set of trap statues awaits you around the corner. Wait for a gap in the laser fire to make your move.



Demolish the statues and find a Yellow Orb inside a crate tucked in the corner.



Some old friends await you in the next room. Dive in and welcome them with a taste of cold steel. Take out the Archers before dealing with the Forsaken Berserkers and Spawned Killers.

STAGE 5: UNHOLY MOUNTAIN



Jump onto the solitary pillar to obtain the Dragon Key. This is the last key in the set. With that, pass through the door.



Outside, approach the massive sealed door on your left.

Traverse the platforms while taking out Mace Constructs and Forsaken Archers. Beyond the next door is the frozen valley.



In front of you stands a green altar. Activate it with your Turtle Key and a final platform moves into place.

Once outside, turn right and enter the last cave in the row. This brings you to the other side of the room you were in.



Grab the Coin as you head across the platforms and into the inner sanctum of the ancient temple.



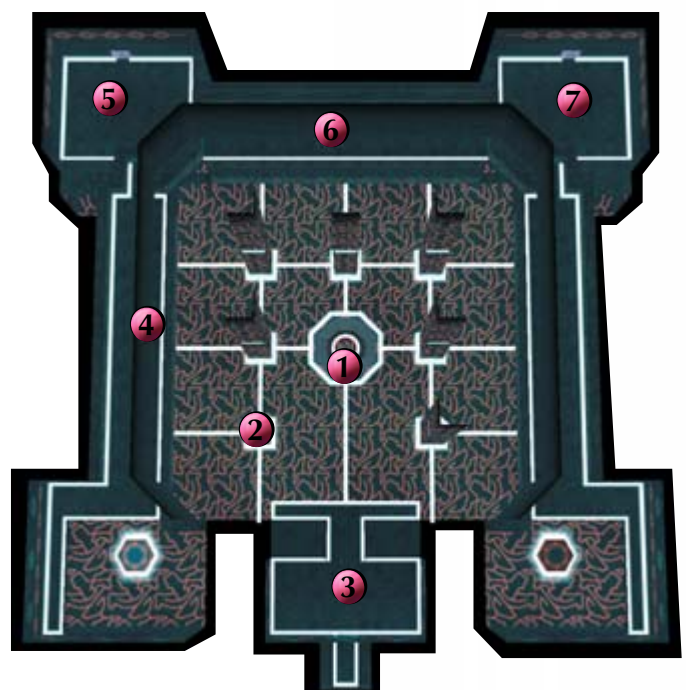
Head to the blue altar you passed earlier and activate it using your Dragon Key. Platforms ascend out of the chasm. Leave through the door you entered.

In the cold again, turn left and enter the neighboring cave. This is the only cave at ground level to which you have not yet been.

Hop on the platform and it rises up, taking you to a new door.



The Inner Sanctum



Area Checklist

COINS: 2

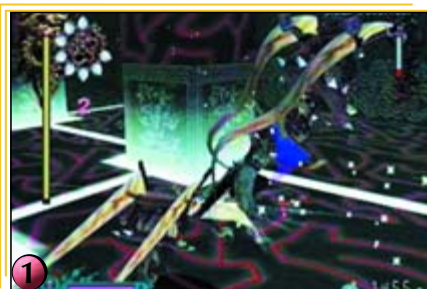
SPELLS: None

ITEMS: Azure Sphere, Crimson Sphere, Golden Sphere

ENEMIES: Forsaken Berserkers, Hook Constructs, Overlord of Despair, Overlord of Sin, Poisonous Watchers

Rei realizes that Yohfa's demon is losing its hold on her. The thirst for revenge has taken a toll on your former friend.

Demolish the Hook Constructs roaming here, then approach the altar in the room's center.



Three spheres are needed to activate this altar and open the path forward. To obtain these spheres, seek out and defeat their demon guardians.



Turn around and look up to spy a Coin twinkling above you. Run up the pillar's side to claim it.



From atop the pillar, Glide to the ledge over the entrance.

Wipe out the pair of Forsaken Berserkers in the room beyond and collect a Yellow Orb from the crate.



Note the conspicuously cracked wall, and smash through with a Spin Attack.

Hidden behind the wall is an alcove containing the Golden Sphere. One sphere down, two to go.

Head out and Glide to the left ledge.



STAGE 5: UNHOLY MOUNTAIN

tip

If you fall off any of the ledges, just run up the wall to get back up.

Destroy or avoid the Poisonous Watchers and venture into the room at the ledge's end.



You must defeat the Overlord of Sin to obtain the next sphere.

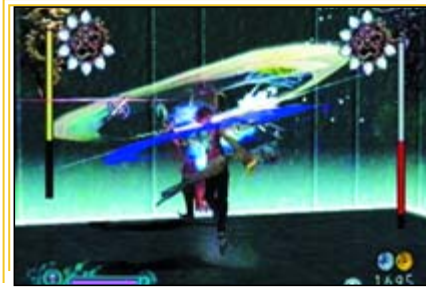


Leave the room and head to the crate on the left ledge, which contains a Red Orb. Continue along the ledge to find a Coin. Proceed onto the next ledge and enter the left room.



The Overlord of Despair guards the final sphere.

Deal with this demon the same way you fought the other Overlords. Use your Spin Attack to help break down his Defense Gauge. If he's foolish enough to try throwing his giant sword at you, dash behind him and cut him to pieces.



Clash with him and maintain your attack until you wear down his Defense Gauge.



Break through his defenses and your blows will strike home.



The Azure Sphere is yours to take after defeating the Overlord of Sin. One sphere left to go.

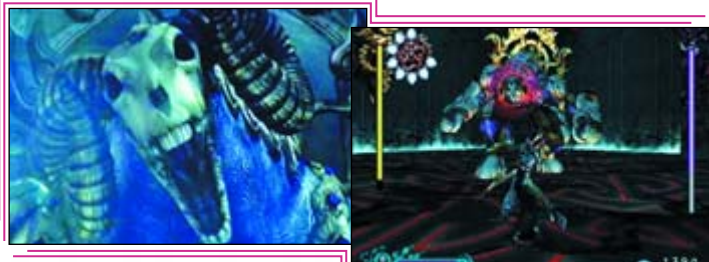


The Crimson Sphere is yours for the taking. You have collected all three spheres, so drop to the ground floor and place the spheres in their altar.



With the spheres in place, the altar momentarily glows before crumbling away into a yawning pit in the floor. Much to his dismay, Lau falls through and prepares to face the boss of the temple.

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It's always nice to see a familiar face—unless that face belongs to Trogdar.

Use the energy-bolt attack to absorb his breath attack.



Launch the attack in his face with ●. This takes off a big chunk of his health.

Trogdar likes to rock and roll! When he summons the boulders, run in and start chopping. Deal enough damage, and it will spoil his attack.



Get behind this brute and unleash a volley of combos on his exposed backside.

Keep hammering away at Trogdar until he goes down. There's no escape for him this time; he's gone for good.



After Trogdar's body dissolves, a portal to Master Naguri's Temple appears.

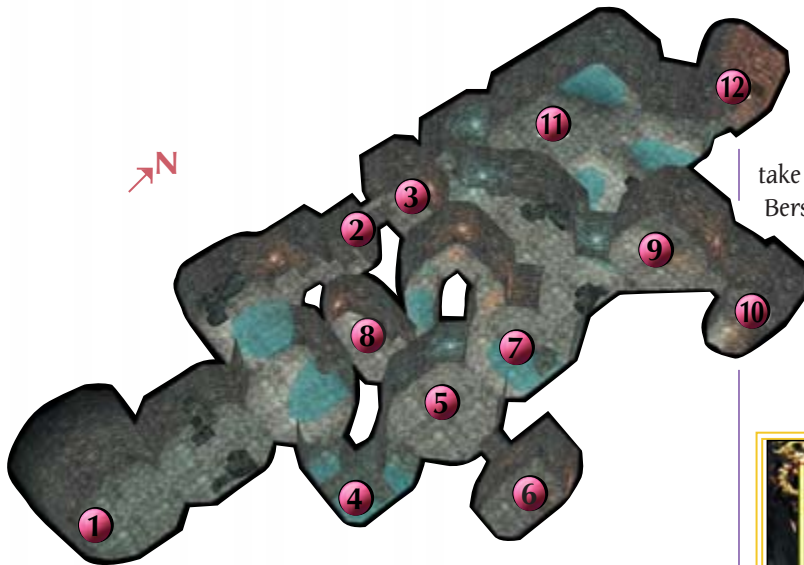


Stage 6: Infested Burrows



Lau's quest takes him underground into magma-filled caverns. The many demons lurking here are tougher than any you have met so far.

Stagnant Cavern



You alight in a dim cavern strewn with rubble and dotted with pools.

Stride forward and take down the Forsaken Berserkers and Remorseless Phantom that lie in wait.



Turn left and run underneath the stalactites and arches.



At the passage's end, run up the wall to find a Coin on a ledge. Drop into the room on the other side.



Area Checklist

COINS: 3

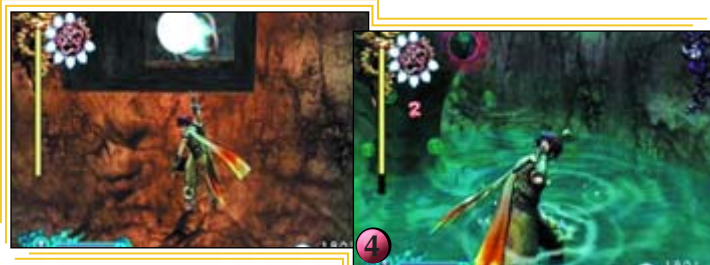
SPILLS: Jinbuen Level 2

ITEMS: Guardian Tablet

ENEMIES: Bloodlusted Ripper, Demonic Talon, Forsaken Berserkers, Gold Soul-Mirrors, Iron Soul-Mirrors, Remorseless Phantoms, Soulless Phantom, Undead Archers

Two new demons make their debut here: the Bloodlusted Ripper and the Demonic Talon. You have fought leaping enemies of this type before. Deal with them in your usual uncompromising manner.

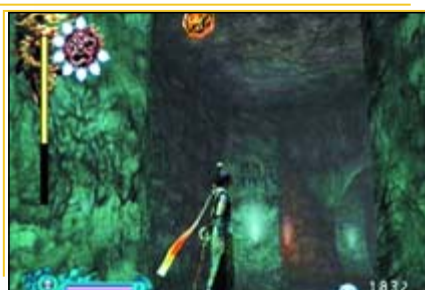
Empty the crate and urns to collect Orbs, then head back the way you came.



Be careful as you climb up to the ledge; avoid the energy attacks from the Gold Soul-Mirror. Return to the entrance chamber and take the right fork.

Remorseless Phantoms are harder to spot when they are underwater. Pinpoint them with a Lock-On (R1).

Jump onto the arch above where you fought the Remorseless Phantom to collect another Coin.



In the next chamber are Undead Archers and Forsaken Berserkers. Bury them.



Hop up to the ledge on the right. There is a Coin in the next room, tantalizingly close. The demons in the next room want a piece of you so badly that they won't wait for you to come to them. Big mistake, demons.



Jump in and take care of business and the urns, then...

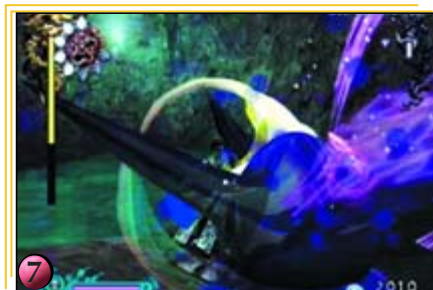


...grab your Coin and be on your way.

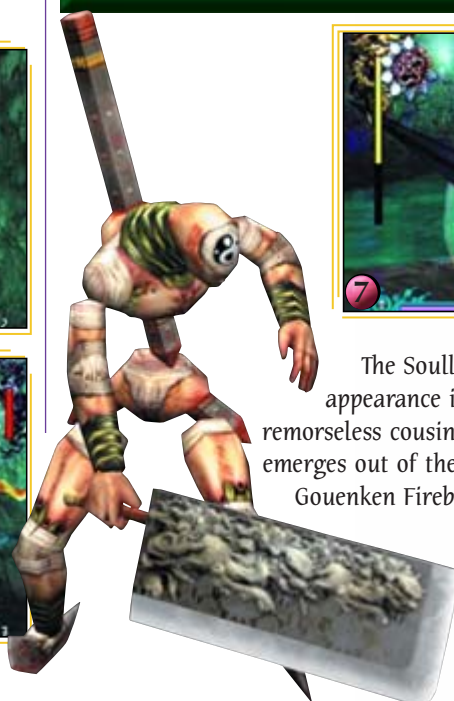


note

You should now have 50 Coins. This unlocks new material under the Character Viewer in the Special Options menu.



The Soulless Phantom makes his appearance in the next chamber. Like his remorseless cousin, this demon periodically emerges out of the ground. Be ready with a Gouenken Fireball when he pops up.



caution

The boiling magma at this chamber's bottom is hazardous to Lau's health. If you fall in, stay calm and keep jumping to minimize damage. Head for the closest wall and run along it to escape the lava.



Poisonous Watchers and the more aggressive Deadly Watchers descend on you as you climb the first ramp. Don't fight them; instead, keep your distance so their detonations don't knock you off the ledge.



As you pass the second column, peer around it to see a Coin on a ledge in the corner. Jump over and grab it.

Run up to the next ledge and use it to Glide to the ramp.



At the ramp's end, run up the wall. Jump to the next ledge in the corner and go around the pillar.



Glide over to the next platform. Avoid the Watchers here and round the pillar to find a crate containing a Red Orb.



Ascend the pillar. A Soul-Mirror is fixed on the side of a platform ahead.



Glide over and run along the wall, avoiding the Soul-Mirror's laser. Continue Gliding to alight upon the far ledge.



Follow the ramp around the room's edge. Don't try to jump over the Soul-Mirror's laser—wait for a pause in the beam.

Continue along the ramp, running on the wall to cross any gaps.



When you get to the ramp's end, look down and to the left to spy a Coin. Glide over and pick it up.

STAGE 6: INFESTED BURROWS

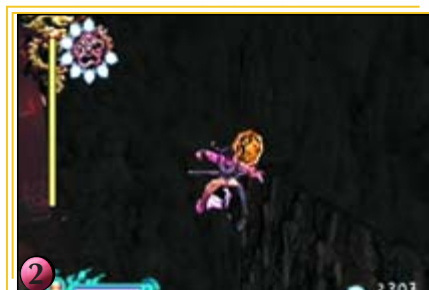
Walk to the back of the pillar and run to the top. Two Watchers appear, so back off until they commit suicide. When it's safe, claim the spell Senranken Level 3 from the crate. This is the most powerful form of whirlwind magic.

The ledge on the pillar across the way holds a crate containing a Yellow Orb. Glide over and take it, then jump over and exit through the big green door.



Upon entering, head right to find two urns. Crush them to receive Blue Orbs.

Head forward and jump onto the first arch you see. Jump again to snag the Coin floating over the arch.



Venture into the chamber ahead, where a new enemy lies in wait.



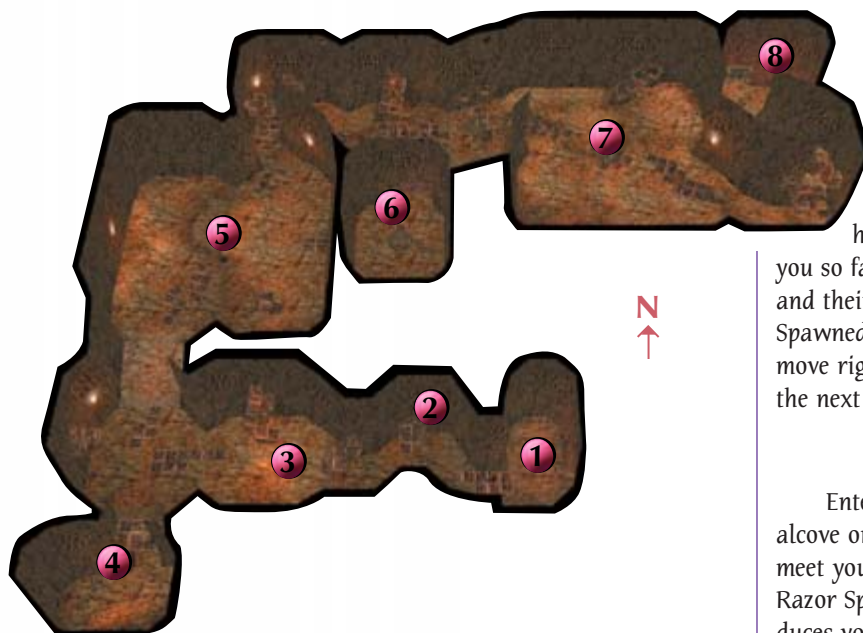
The Forsaken Deathknight is similar to the other Forsaken demons that have harassed you so far. Finish them and their friends, the Spawned Killers, and move right along into the next chamber.



Enter into the alcove on the left to meet your old friend the Razor Spider. He introduces you to his big brother, the Bull Spider. Exchange greetings and empty the chamber of demons. Claim the Coin and smash the crate to receive a Red Orb.



Arachnid Attack



Area Checklist

COINS: 2

SPELLS: None

ITEMS: None

ENEMIES: Bull Spider, Forsaken Deathknights, Matron of Venom, Razor Spiders, Spawned Killers, Undead Archers

A squadron of Deathknights backed up by Archers awaits you in the next cavern. Take out the Archers first, then slaughter the rest.



Continue around the corner, exterminating any Spiders you come across.



Enter the small chamber on the right to encounter a nest of angry Spiders. Destroy them and take their Yellow Orb from the crate.



If this passage looks ominous, it's because you will soon be battling a giant Spider in the next area. Steel yourself for a tough fight!

ALONG CAME A SPIDER....

You have entered the lair of the Matron of Venom, and she doesn't like visitors.



The Matron shows her displeasure by spinning around fast and siccing her minions on you. Keep away from her.

When she pauses to rest, move in and attack.



With the Matron vanquished, all that remains is to exit this area.

Magma Rising

N



STAGE 6: INFESTED BURROWS

Area Checklist

COINS: 1

SPELLS: None

ITEMS: None

ENEMIES: Forsaken Deathknights, Mistress of Cruelty, Poisonous Watcher, Spawned Killer, Undead Archer, Undead Warrior

Lau seems worried. That's because this room is slowly filling with magma. Keep moving to stay above the ever-rising lava.



Run clockwise along the walls from ledge to ledge until you get to a ramp.



Climb the ramp. Don't slow down or the magma will overtake you.

At the end, jump and Glide to the ledge on your right. Forsaken Deathknights await you. Deal with them.

Jump atop the rubble to grab the nearby Coin.



From there, continue across the wall to the next platform.

Go counterclockwise, avoiding all enemies, until you reach the lava chamber's top. When you arrive, you are thrust into a boss battle.



MISTRESS OF CRUELTY



The Mistress of Cruelty more than lives up to her name. She wields twin swords wreathed in flame and commands powerful magical abilities.



Her triple laser attack is the worst. She aims the beams at three Jade Soul-Mirrors, which revolve to sweep the chamber with death.



The Soul-Mirrors can be destroyed. Lau can also target the Mistress while the lasers are firing and shoot her down with Gouenken Level 3 (which causes a substantial amount of damage), Souryuuken, Ryouseiken, or Jinbukuken; or Lau can Triangle Jump off the wall and strike her with his swords. Lau can also parry the lasers to build up his magic. While she's in the air building up to spawn the mirrors or the warriors, she can be shot with magic, and when she stabs the ground to spawn the demons, Lau can jump over her and use Senranken Level 3.



The Mistress stacks the odds against you by summoning a crowd of Forsaken Deathknights. Ignore this distraction and focus your attention on the Mistress.

Sometimes she attacks you with Gouenken magic.

Use Counter-Magic to absorb the fireballs and redirect the energy at the Mistress. This is the best way to inflict big damage in a hurry.

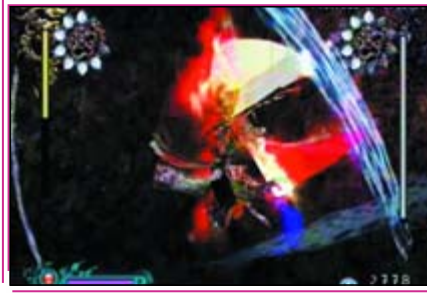


Do not enter a clash with the Mistress while she is standing on the ground. If you do, she will always win the struggle by shooting a wave of fire.



STAGE 6: INFESTED BURROWS

Instead, jump and take your battle to the air. Because she is unable to defend herself with a fire wave, the Mistress's Defense Gauge will run out, allowing you to score a solid combo.



Follow these tactics to triumph over the Mistress of Cruelty.



It is difficult, but you can beat down the Master in a clash. Watch your Defense Gauge, and break off the attack if it's not going your way.



MASTER NAGURI



When the conflict is over, Lau returns to the Temple and has an unexpected reunion with Master Naguri. The former teacher wants to administer one last test.



Master Naguri knows every trick in the book. He can use every spell and combo you know, and he has more health than you.



As with all bosses, Counter-Magic is the key to scoring big damage. Use it.

After you prove yourself to Master Naguri, he exhorts you to hasten to the final stage for a decisive confrontation with Rei. Only by slaying your former friend can you free him from the demonic power that holds him.



Stage 7: Cloud Sea



The quest's next stage takes you to new heights as you navigate platforms and ledges floating above an endless expanse of clouds. Your jumping skills are put to the ultimate test.

tip

You can glide great distances by executing a quick slash at the end of your glide, then gliding again. You can repeat this as often as you like. Or if you just need a little extra distance, you can cast Souryuken.

Upon arriving, look ahead to see a pair of islands joined by a bridge. This is your first destination. To get there, Glide across the series of platforms leading to the big wall on the right.



Islands in the Clouds



caution

If you fall while moving through this area you automatically reappear on the last platform you jumped from, but it costs you some health. Do your best to avoid repeated falls, which can add up to a lot of damage.

Begin your Glide at your jump's peak to get maximum distance. If you fear you won't make it, don't forget that you can grab onto the edge of a platform if you get close enough.



Leap over and run along the wall, then Triangle Jump and Glide to reach the next ledge. Execute the Triangle Jump when you reach the dark strip in the wall's center.



Area Checklist

COINS: 2

SPELLS: Souryuken Level 3

ITEMS: None

ENEMIES: Forsaken Assassin, Forsaken Berserkers, Iron Soul-Mirror, Poisonous Watchers, Undead Knights

STAGE 7: CLOUD SEA

Disperse the Forsaken Berserkers with a Spin Attack. Avoid using combos here, or you might find yourself unable to let up the attack before you fall off the edge.



To the right, three platforms extend into the mist. Jump across to grab the Coin floating above the third platform, then come to the bridged islands.



Beyond the platform at the bridge's upper end is another Coin. Glide over and pick it up. After you have it, return and go to the platform by the entrance.

From the entrance's left, platforms lead up to an Iron Soul-Mirror floating above. Glide over and go to the top.

Ahead of you is a platform holding a spell crate. It's too far away to reach with a normal Glide.

The Iron Soul-Mirror overhead is your ticket across. Jump up and unleash a series of midair combos on the Mirror. Don't let up the attack until you get to the other side. Keep in mind that the timing of your button presses is important.



Demolish the crate to claim the spell Souryuken Level 3. Stay clear of the hovering Poisonous Watchers and wait at a safe distance for them to detonate before proceeding.



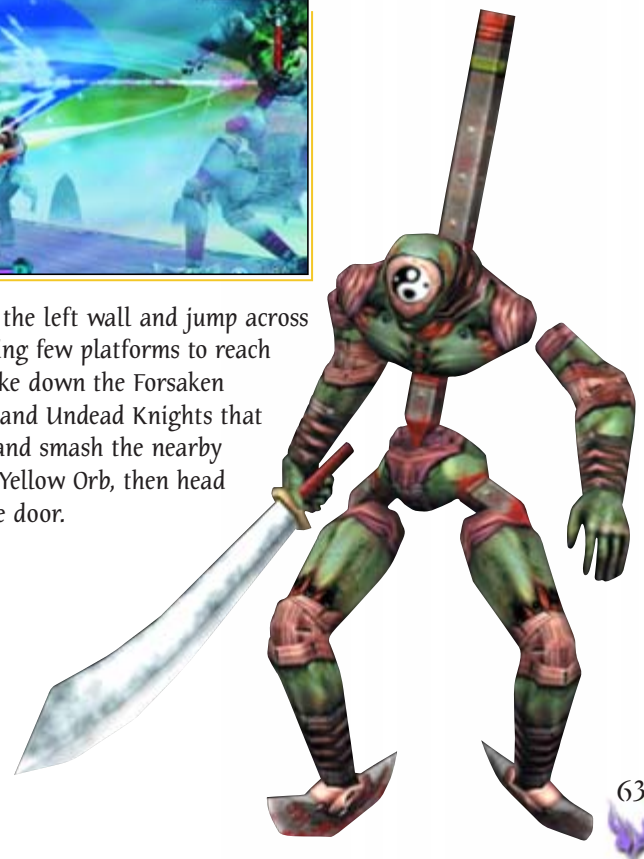
When the coast is clear, Glide to the small platform below you and to the right. Get a good run-up and time your Glide to get every inch of distance you can.



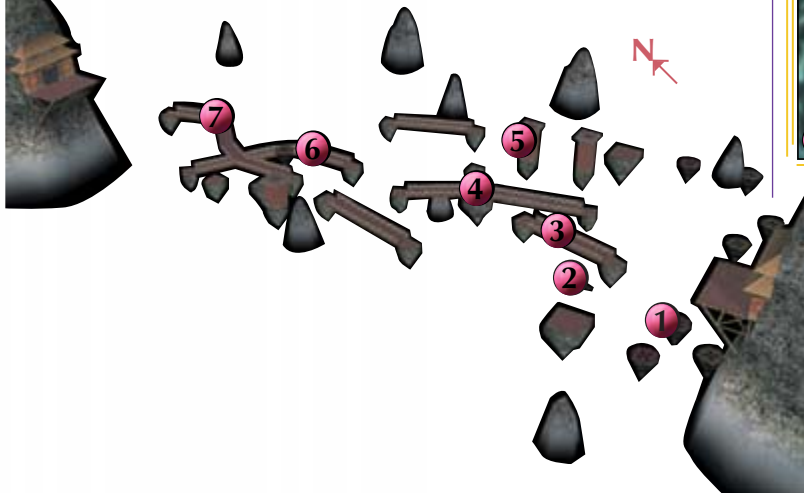
Hop to the larger platform and wait for the Poisonous Watchers to explode while keeping a safe distance. You could also cast Senranken to destroy them.



Ignore the left wall and jump across the remaining few platforms to reach the exit. Take down the Forsaken Berserkers and Undead Knights that await you and smash the nearby crate for a Yellow Orb, then head through the door.



Bridges and Elevators



From there, jump and grab onto the nearby pole. Press **X** while hanging to stand atop the pole, then Glide to the bridge.

A horde of enemies awaits you. Conduct your battle in the bridge's center, where the railings help prevent you from falling off.



Glide to the next set of bridges. The Scythe Constructs that patrol them try to knock you off, so stay between the rails.



There is a nearby Coin on the side of a floating pillar.

Grab the Coin by Gliding over and running up the pillar's side, then Triangle Jump to return to the bridge.

Glide to the next bridge and eliminate the Forsaken Assassins and Forsaken Deathknights. Continue to the end to find a crate containing a Red Orb.



Area Checklist

COINS: 1

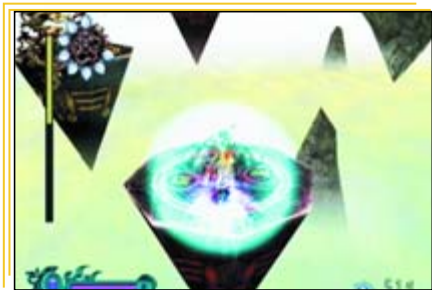
SPELLS: None

ITEMS: None

ENEMIES: Forsaken Assassins, Forsaken Deathknights, Iron Soul-Mirror, Poisonous Watcher, Scythe Constructs, Spawned Berserker, Undead Knight

A number of red and yellow platforms are scattered through this area. The red ones are unstable and drop away when you land on them; jump again to avoid going with them. The yellow ones, while stable, are in constant motion and therefore tricky to navigate.

Ascend the left set of platforms. Wait for the yellow platform to slide left, then make your move. Three quick Glides will get you up to the next island.



STAGE 7: CLOUD SEA



Using the yellow platform on the right, ride up to the next bridge.



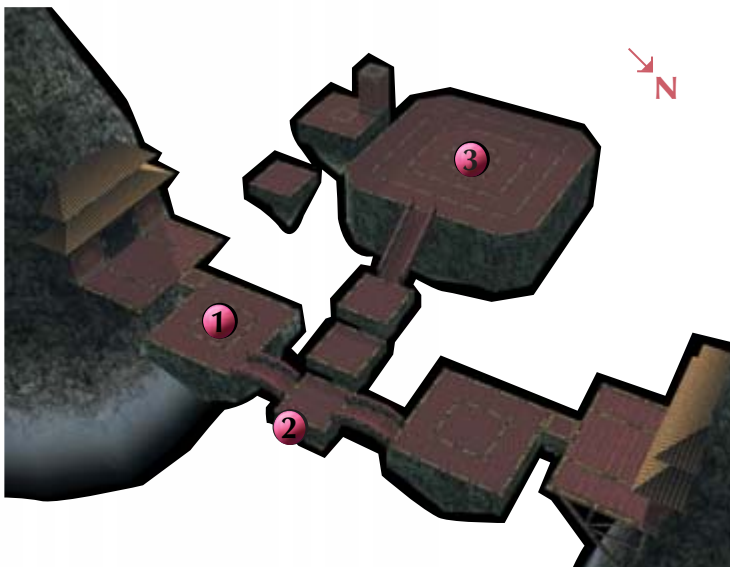
Head to the bridge's far end, clearing away enemies as you go. At the end is an Iron Soul-Mirror that you can use to cross to the exit.

Jump up and smack the Mirror with a rain of combos until your attack carries you to the other side.



When you arrive, get the Yellow Orb from the crate. Head through the door to the next area.

The Overlord of Pain



Area Checklist

COINS: 1

SPILLS: Tenseiken Level 3

ITEMS: None

ENEMIES: Forsaken Berserkers, Forsaken Deathknight, Overlord of Pain, Spawned Berserker, Undead Archer



Stride forward and demolish the spell crate to receive a new spell, Tenseiken Level 3. This powerful spell evokes a magic arrow shower that rains upon your foes.

Cross the bridge and look for the Coin floating below the platform's edge. Have Lau stand so his back is to the Coin. Jump up, and while he is in the air, press down lightly on the left analog stick. Lau moves backward, catches the edge of the platform with his hand, and collects the Coin at the same time, thereby retaining all of his health.



Climb up to the big center platform. When you get there, a steel cage rises up around the platform, trapping you. Fortunately, it also keeps you from falling off while you take on the Overlord of Pain.



THE OVERLORD OF PAIN

The Overlord of Pain is accompanied by a Forsaken Berserker pair.





Start the battle with your new Tenseiken spell, which deals hefty damage to the Overlord of Pain.



You've had a lot of combat experience. Defeating him is easy.

When you defeat the Overlord of Pain, the cage around you retracts and the door at the area's end is unsealed. Before going through, refresh yourself with the Red and Yellow Orbs found on either side of the arena. When you're ready, proceed through the door.



Mirror, Mirror....



Area Checklist

COINS: 2

SPELLS: None

ITEMS: None

ENEMIES: Forsaken Deathknights, Iron Soul-Mirrors, Scythe Constructs, Undead Juggernaut



After entering, take a ride on the Soul-Mirror train to reach the next platform.

Two more Soul-Mirrors await. Use the one on the right to embark on a longer path that will take you by an urn containing a Blue Orb, or use the one facing forward to take a shortcut to the spiral ramp in the distance.



Whatever path you choose, you wind up on a tall spiral ramp.



Run to the ramp's bottom to find a Coin. Grab it, then turn around and head for the top.



note

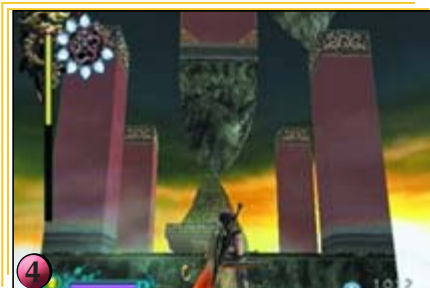
With 60 Coins, the "Maaya Sakamoto Interview" becomes available under the Special Options menu.

STAGE 7: CLOUD SEA



Scythe Constructs, Forsaken Deathknights, and an Undead Juggernaut try to block your progress up the ramp. Carve a path through them.

At the top, use the Soul-Mirror to work your way to the next series of platforms.



When you alight, go around to the platform in the center that supports four pillars.



Climb up one of the pillars to discover a fifth pillar floating in the platform's center.

To get atop the center pillar, jump over and run up the side. This is tricky because the pillar is narrow and you must jump at it from an angle. Get your feet on the lower corner, then aim diagonally across at the upper corner as you run.



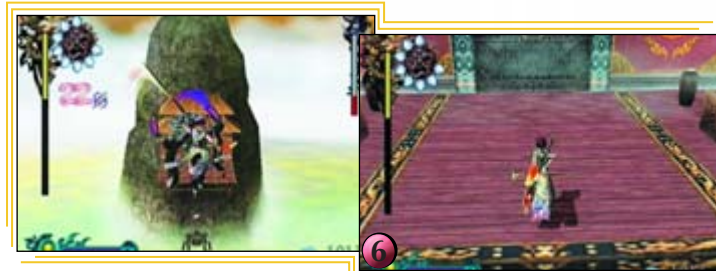
A ring of panels is arranged in an ascending spiral above you. Get up to the high ledge by performing Triangle Jumps and gliding from one panel to the next. Each panel gets you higher until you reach the ledge.



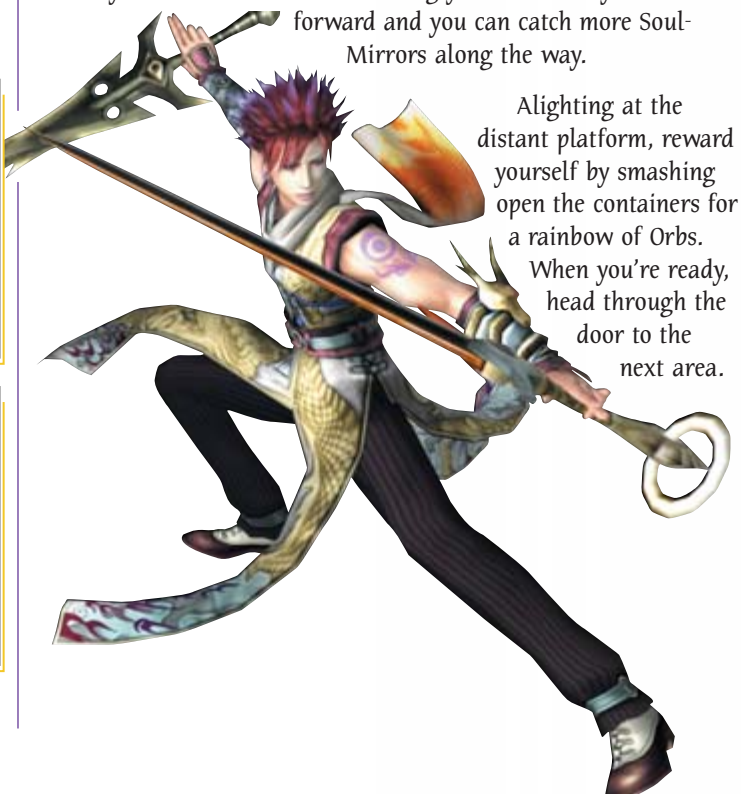
This sequence of jumps is hard to pull off, but fortunately there is a generous platform area below so you can climb up and try again if you fall.



When you reach the top, look up to spy a Coin over the pagoda's roof. Go up and get it.



To cross the final gap before the exit, use the Iron Soul-Mirrors to carry you as you strike them with repeated combos. The gap is so long that the Soul-Mirror you start with disintegrates before you reach the other side. Swing your sword as you fall forward and you can catch more Soul-Mirrors along the way.



Alighting at the distant platform, reward yourself by smashing open the containers for a rainbow of Orbs.

When you're ready, head through the door to the next area.

BUJINGAI

The Final Ascent



When you're ready to go on, jump over and run along the wall on the left to reach the next moving platform.

From there, jump to the other platform; it takes you close to the next wall panel. Run along the wall and Triangle Jump at the end, then Glide forward to the ramp.



Area Checklist

COINS: 2

SPELLS: None

ITEMS: None

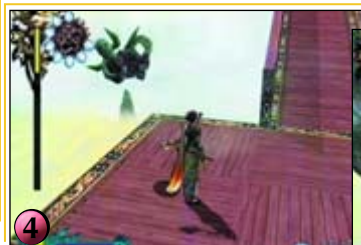
ENEMIES: Deadly Watcher, Forsaken Assassin, Forsaken Deathknight, Gold Soul-Mirror, Poisonous Watchers, Undead Archer, Undead Juggernaut

Moving and collapsing platforms lead upward here. As you proceed, take your time on the yellow platforms to wait for the best position.



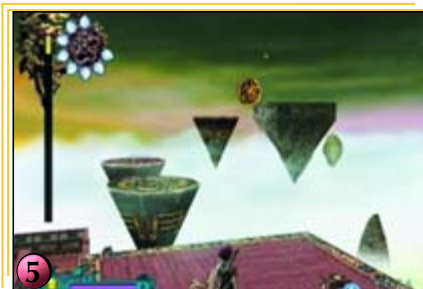
Conversely, hurry across the red platforms to avoid dropping with them into the clouds.

After traversing the red platforms, look right to see another series of yellow platforms leading to a high island that is home to a single urn and a gang of Poisonous and Deadly Watchers. Head on up to the island if you wish.



Several Watchers notice you when you arrive and do their best to blast you off the ledge. Frustrate them by keeping your distance when they detonate.

Continue along the ramp and mow down the demons that get in your way.



At the end, a Coin is within easy reach. Take it, then look toward the series of yellow platforms to spy another Coin.



As you go across the platforms to collect the Coin, watch out for the Undead Archer that snipes at you from the ledge. Use magic to take him out.

STAGE 7: CLOUD SEA



When you reach the ledge, jump and take the Coin, then Glide to the ramp.

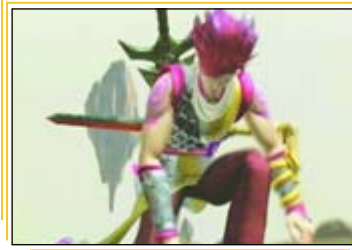
Now jump on the green platform to ride to the final ramp.



Gold Soul-Mirrors appear as you approach the ramp and spray it with crossfire. To make things worse, the ramp begins to collapse when you step on it. Keep running forward, jumping over the lasers and passing under the energy blasts.



Top off your health and magic with Orbs before heading through the door.



When you arrive, a massive tower erupts from the ground. As you climb each level of the tower, you are tested by a horde of attacking demons. Only by surviving the gauntlet can you make it to the top.

THE FIRST WAVE

Inside the tower, the demons strike. The demons on this floor are of the slow-moving type, starting with Forsaken Soldiers and culminating with an Undead Juggernaut.



Take out the Undead Archer first, then mop the rest with liberal doses of Spin Attacks.

As you defeat the demons, reinforcements arrive. Keep plowing through their ranks, keeping an eye out for new Archers.



The Tower of the Gods

Area Checklist

COINS: 1

SPILLS: None

ITEMS: None

ENEMIES: All



When the demons are destroyed, a staircase appears. Follow it and enter the passage at the top.



Continue up more stairs until you see a crate. Demolish it and take the Red Orb from inside, then go through the door.



At the top of the spiral staircase, turn around to spot the last Coin over the arena's center. Lau can collect the Coin by running and jumping off the landing right where the dark area ends (by the edge) and gliding toward the Coin. At the end of Lau's glide, he automatically rises in the air; it's this slight rise that allows him to get the Coin.



note

You have found all 65 coins! Unfortunately, nothing new is unlocked yet. To open the rest of the movies and galleries in the Special Options menu, you must replay the game later at higher difficulties, when more Coins will appear. See "Secrets and Bonuses" for more info.

THE SECOND WAVE



Another round of demon onslaught begins, this time featuring leaping demons like Feral Rippers and Sinister Talons.

You will need the Yellow Orb inside the crate at the top of the stairs. Take it and go through the door.



tip

During these battles, keep your back to the wall to avoid getting struck from behind.

Later reinforcements during this wave of assault include a Spear Prowler and a Chakram Prowler. Meet them head-on and annihilate them. When you finish off the two big cats, the battle ends and you can climb to the next level.



THE THIRD WAVE



In the next phase of the gauntlet, an Overlord of Sin and an Overlord of Pain double-team you.

Each Overlord is tough enough one-on-one, but as a duo they are deadly. When clashing with one Overlord, keep your eye out for his partner and break off the clash if you get surrounded.

The key to survival is to keep repositioning yourself so both demons are close together. This way you can clash without being ambushed from behind.



tip While targeting with [R1], press [L1] to switch targets. This useful trick will help you keep track of both Overlords at all times.



Equip Gaisenken magic during this battle. The defensive shield can give you the advantage you need to win.



After you vanquish the Overlords, head upstairs and go through the final door. Sadly, there are no Orbs for you this time.

WHITE DEMODRAGON



This gigantic celestial dragon erupts from the tower when you get to the top. Lau grabs on to hitch a ride as the dragon ascends. On a mystical battleground, the fight begins!

The awesome Demodragon wields powerful magic and a huge sword. As he flings ice daggers at you with one hand, he sweeps the sword back and forth with the other. Dodge and jump to avoid the onslaught.



caution

To dodge the Demodragon's horizontal sword slashes, just jump and glide over them. If he attacks vertically, you can use your lock on and evade them.

A good chance to strike occurs when the Demodragon erupts through the floor. While he makes low sweeps with his claws, jump high and lay into him with a midair combo.



tip

Before attacking, equip Tekkuken magic to add extra power to your blows. Striking the dragon in the head and neck area will do more damage than hitting him in the arms and body.

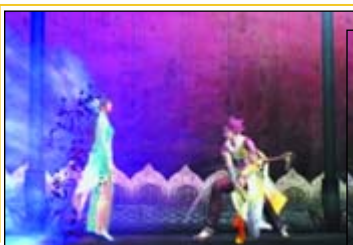
Things get tougher after that, when the Demodragon summons a few Watchers to help him take you down. Keep moving to avoid getting blasted. As the Demodragon resumes his attack pattern, stick to the same tactics you used before and you will defeat him.



With the Demodragon destroyed, Lau is reunited with Yohfa. She begs for release from the demons that have possessed her.



Master Naguri instructs you to exorcise the demons from Yohfa using your swords. Strike well to slay the demon inside of her. Strike poorly and....



With one blow, Lau shatters the demon that has taken hold of her soul.

One thing remains: your final confrontation with Rei. He awaits you on the portal's other side.

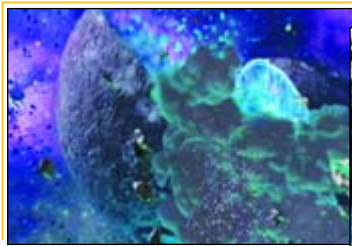


Stage 8: Demon Dimension

note

This is your last chance to upgrade Lau's levels before your final encounter with Rei. Visit the Power-Up Settings menu and spend every Blue Orb.

Rei confronts you when you arrive in the Demon Dimension. He gives you a taste of what you're in for by slicing a planet in half, and the show-down begins.



REI JENRON

Rei is a formidable opponent. He wields eight swords, commands an arsenal of magic techniques, and is half demon to boot.

Conjuring a massive flying sword, Rei leaps aboard and soars overhead. From this position, he makes charging swoops and unleashes magic attacks.



Your strongest attack is Counter-Magic. Press ■ as the giant sword makes contact and release the absorbed energy with ●.



Counter-Magic is not effective against all attacks, however. When Rei abandons his giant sword, he often casts a stream of daggers at you. Avoid the daggers instead of trying to deflect them.

The best defense is a good offense. Stay close to Rei and take advantage of any openings he leaves you after he uses magic.

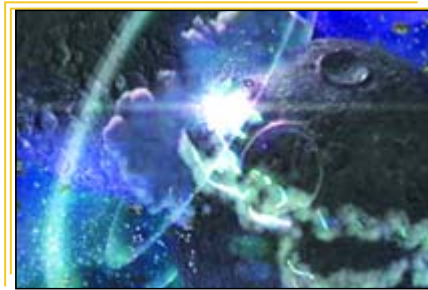




Avoid clashing with Rei near the arena's edge. While he will rescue you if you fall off, it will cost you health.



Rei is left to drift forever in the Demon Dimension. Lau, his quest at an end, returns home.



To destroy Rei, there is no substitute for superior swordplay. Clash with him and attack with everything you've got. Winning the clash is the only way to break through and score a combo.



When your Defense Gauge runs out, break out of the clash and hang back until it replenishes. Dive in and don't relent until he is defeated.



Bonuses and Secrets



Now that you've beaten the game, dive in and check out the extras. The new title screen featuring a portrait of Lau is just the tip of the iceberg!

Hard and Extreme Modes

When you start a new game, you can select a new difficulty setting: Hard Mode. Enemies are stronger, more numerous, and more aggressive. Additional Coins appear through-out the game for you to collect.



tip

After beating the game in Extreme Mode, pressing **L1** will shuffle through the different Main Menu screens that are acquired by completing the game in different difficulty settings.

Hard Mode is tough, and if you complete it you can take on the supreme challenge of Extreme Mode. The strength and numbers of your enemies are kicked up to the ultimate level, and even more Coins appear here and there. Even the most skilled will have their mettle tested in this mode.

The Special Options Menu

The Special Options menu is available only from the title screen. It shows the features and galleries you unlocked by beating the game and collecting Coins.



Stage Select

Completing the game unlocks this menu. Now you can jump in and play the stages in any order! However, you can only choose stages and difficulty levels that you have completed.

High Scores



Also unlocked by completing the game, this menu displays the record scores earned in each stage at each difficulty level.

Edit Opening Scene

Here you set options for use during the demo scene that plays when you start a new game and can save demo movies to your memory card. You select what enemies appear and what spells you are equipped with during the demo. You can even allow Rei to make an entrance!



Movie Viewer

The Movie Viewer offers several behind-the-scenes extras, such as an inside look at the motion-capture process with which Lau's sword technique was modeled. These bonus movies are unlocked by finding Coins. When you complete the game, you can also use this menu to review the cutscenes.



Character Viewer



The bestiary of the demons' isle is on display in this menu. To view the character models, you must collect hidden Coins. The more you collect, the more models become available.

Costume Settings

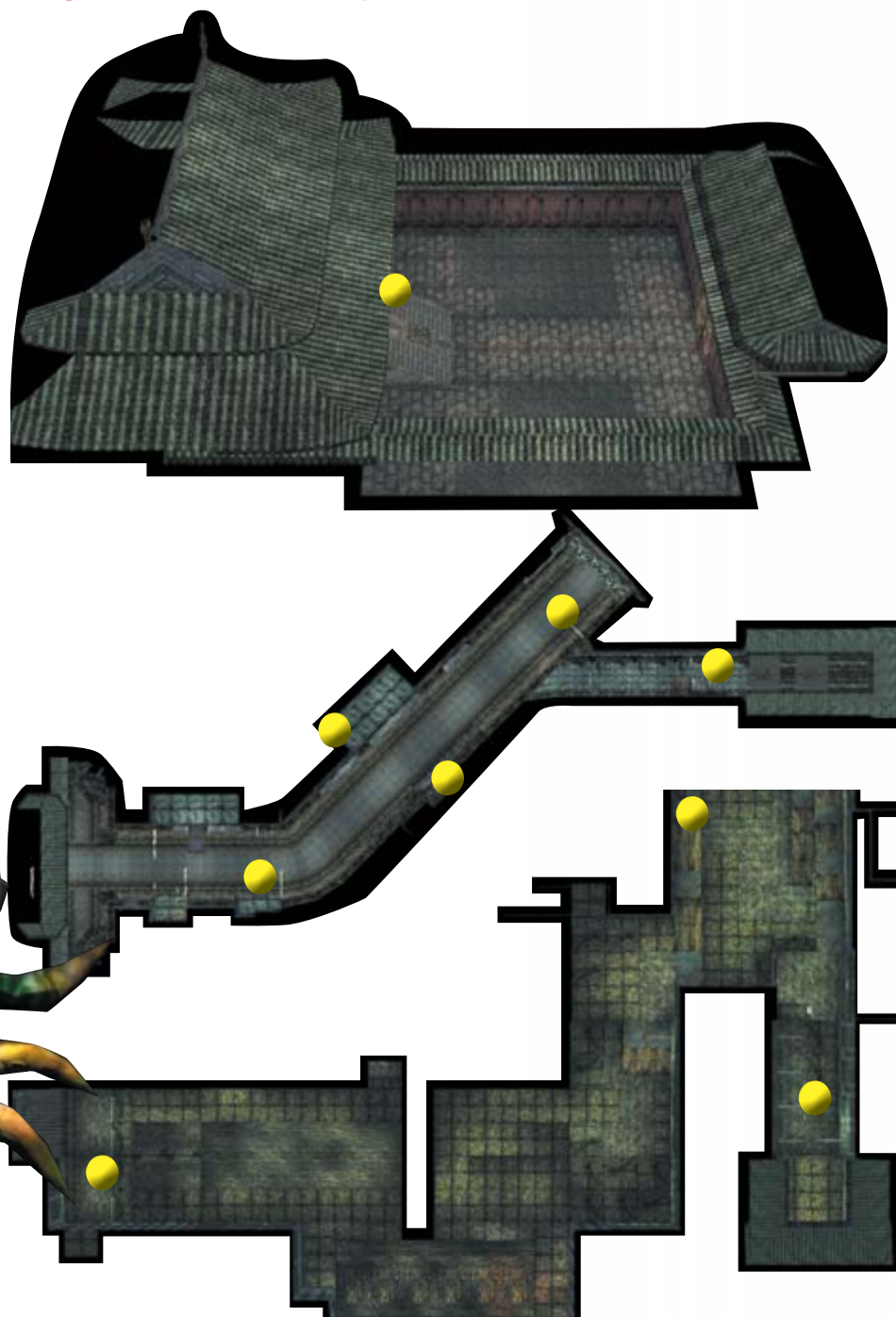


Replay the game dressed in a hip silk shirt and sunglasses! This alternate costume for Lau becomes available after you collect 25 Coins.

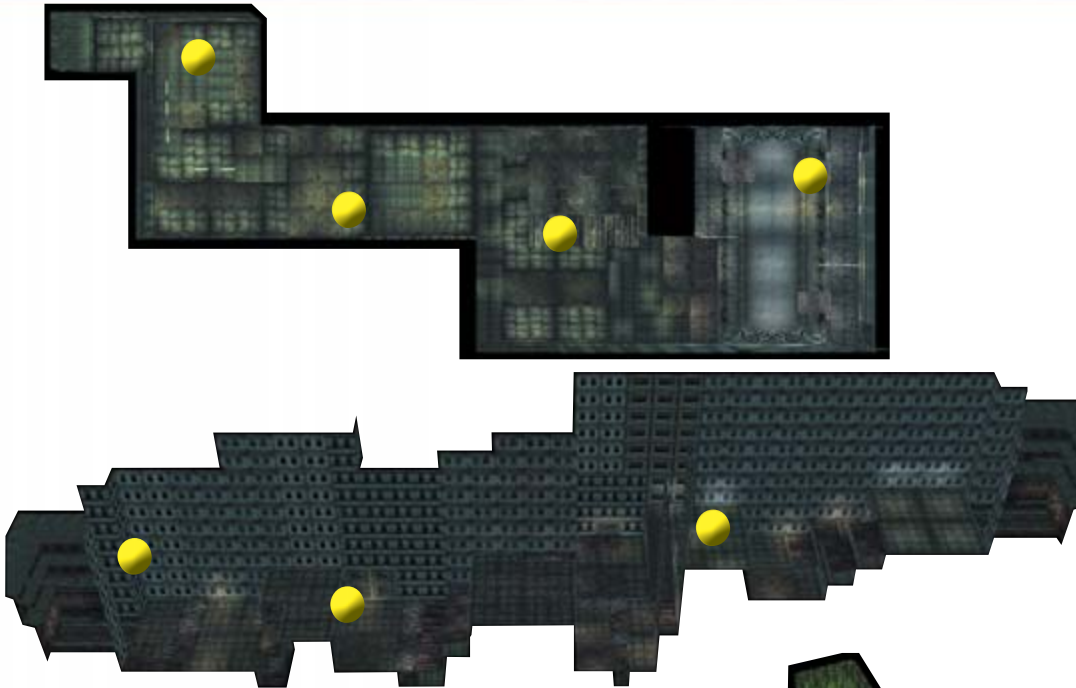
Coin Maps

Depending on what difficulty mode you are playing, the number of Coins you find changes. Playing on Normal Mode there are 65 of them, but as more are added at higher difficulties, you can collect 120. The maps in this section show the location of every Coin, so refer to these if you are Coin-hunting in Hard or Extreme Mode!

Stage 1: Forsaken City



BONUSES AND SECRETS

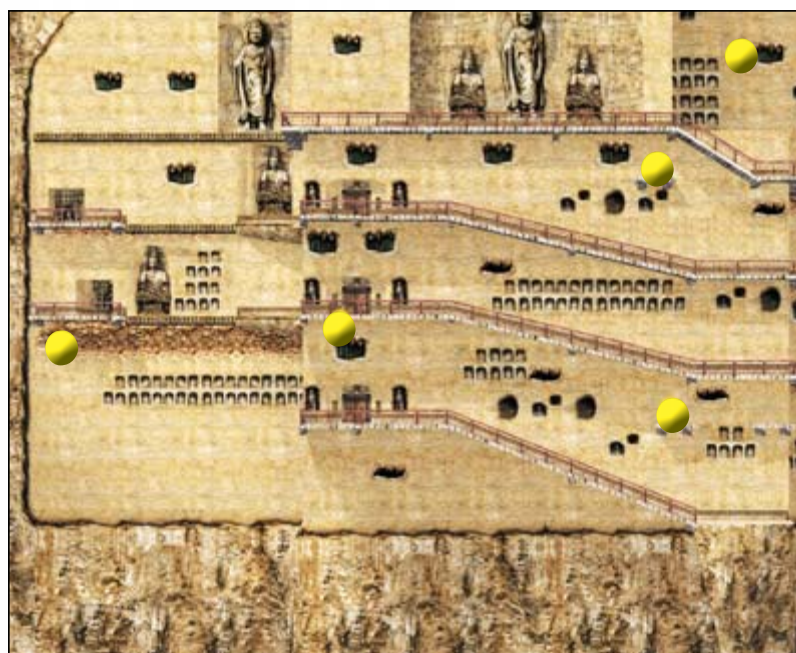


Stage 2: Bamboo Forest

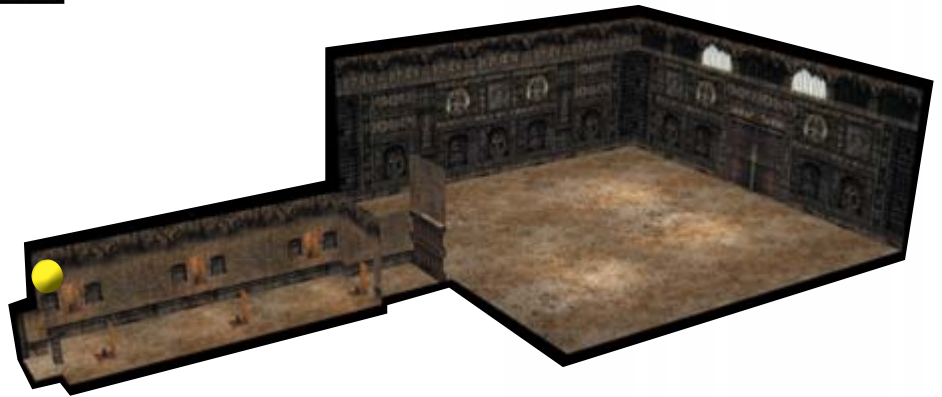
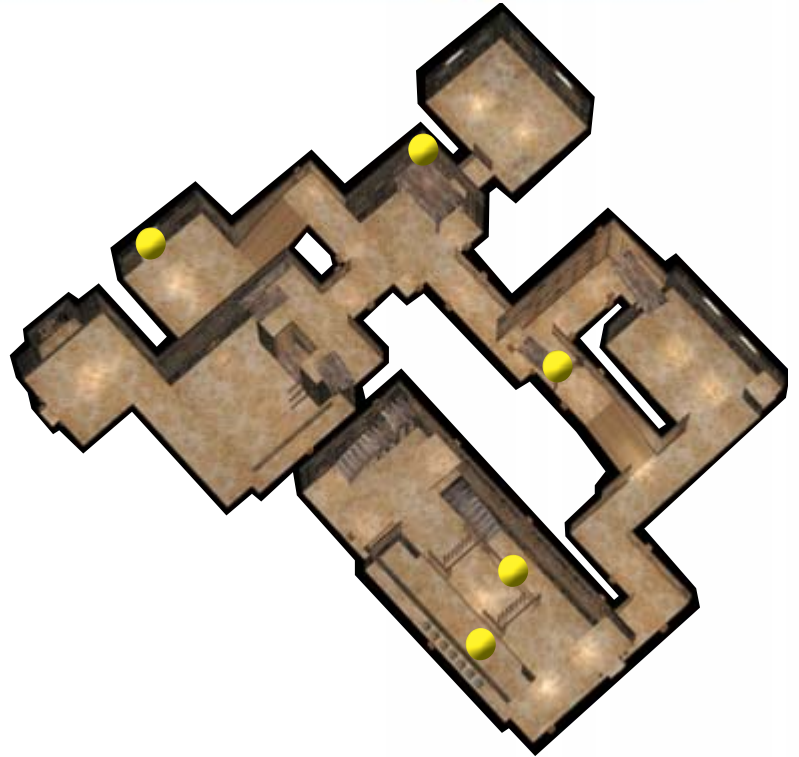
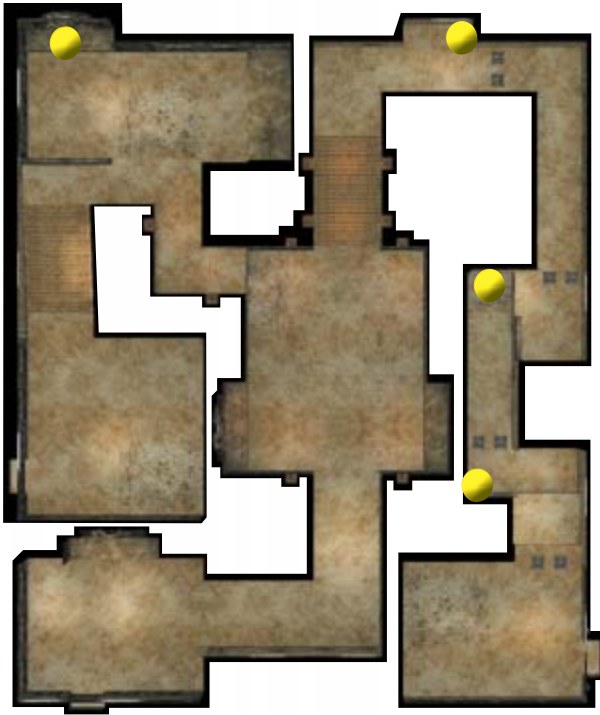




Stage 3: Desecrated Monastery



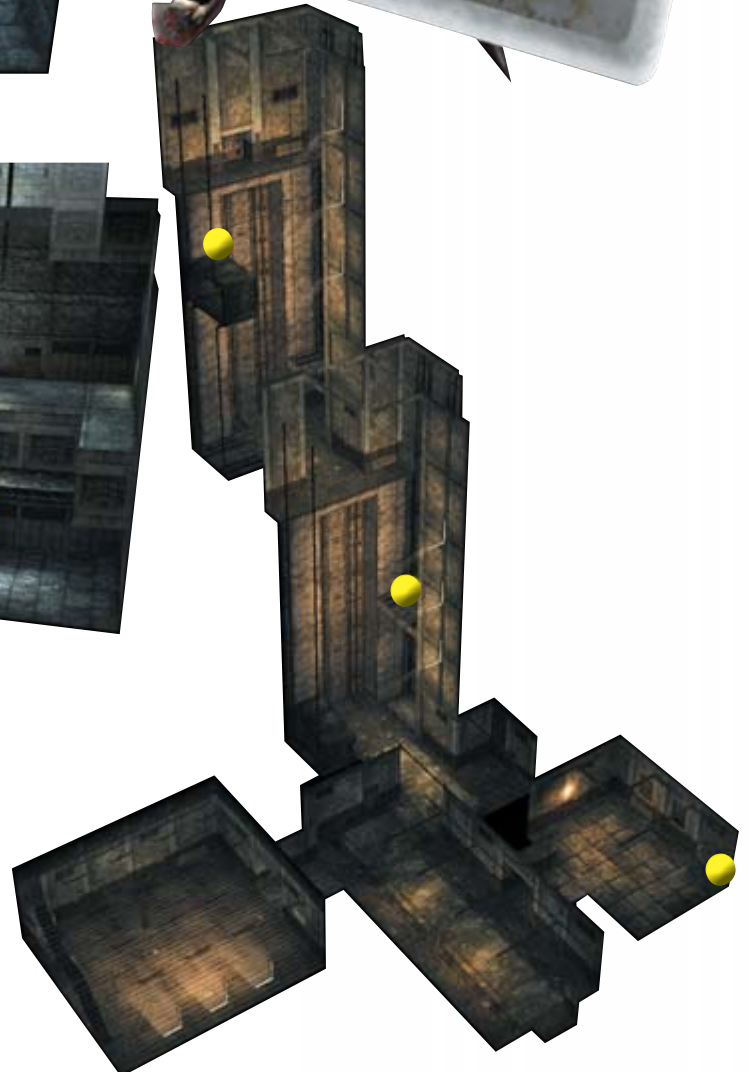
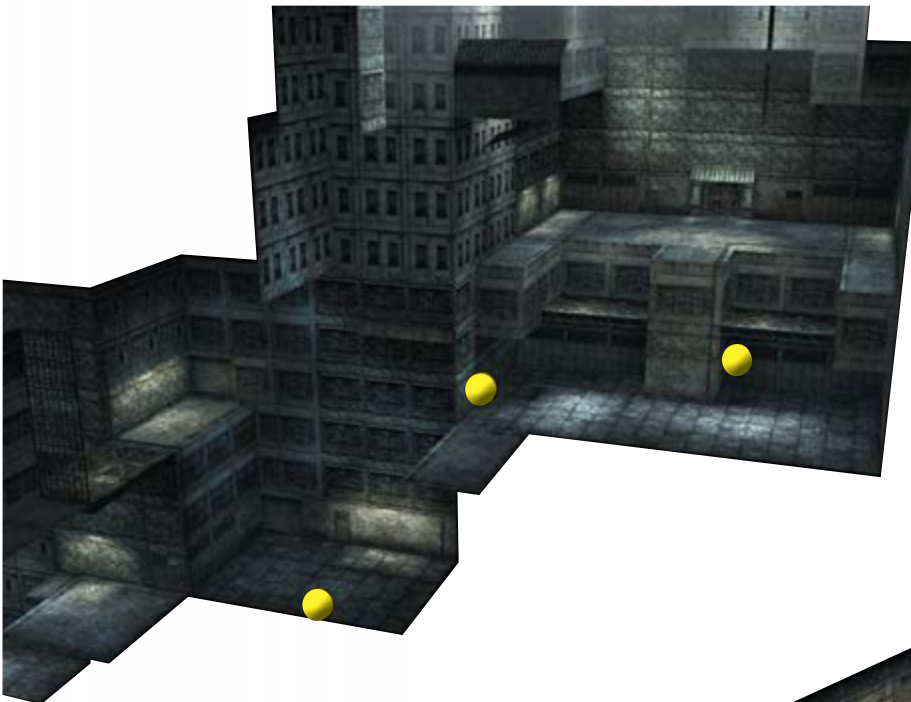
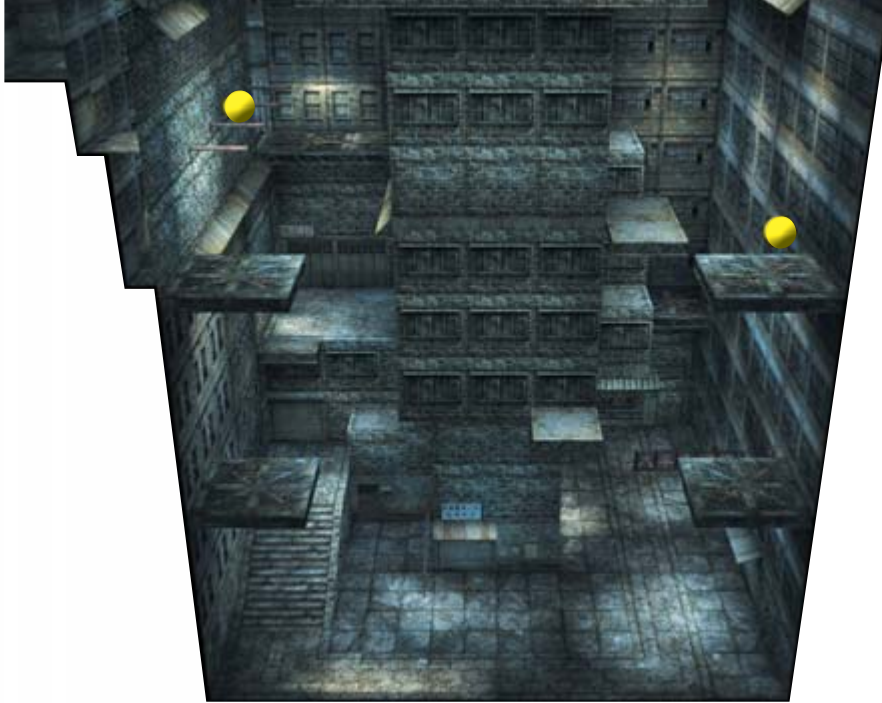
BONUSES AND SECRETS

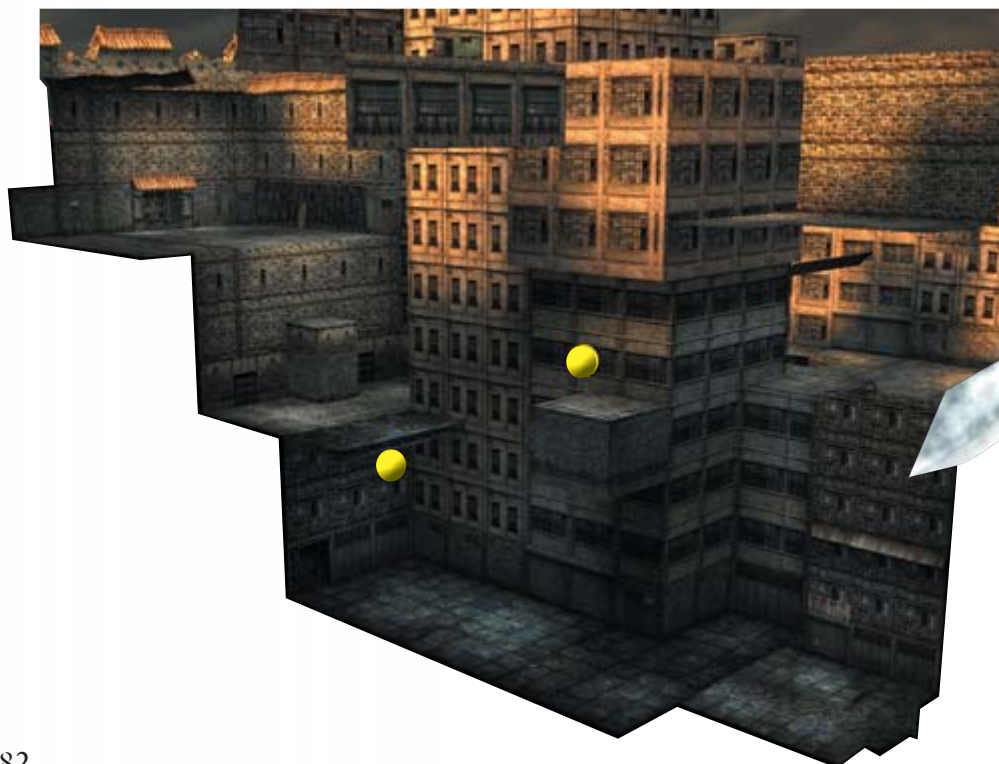
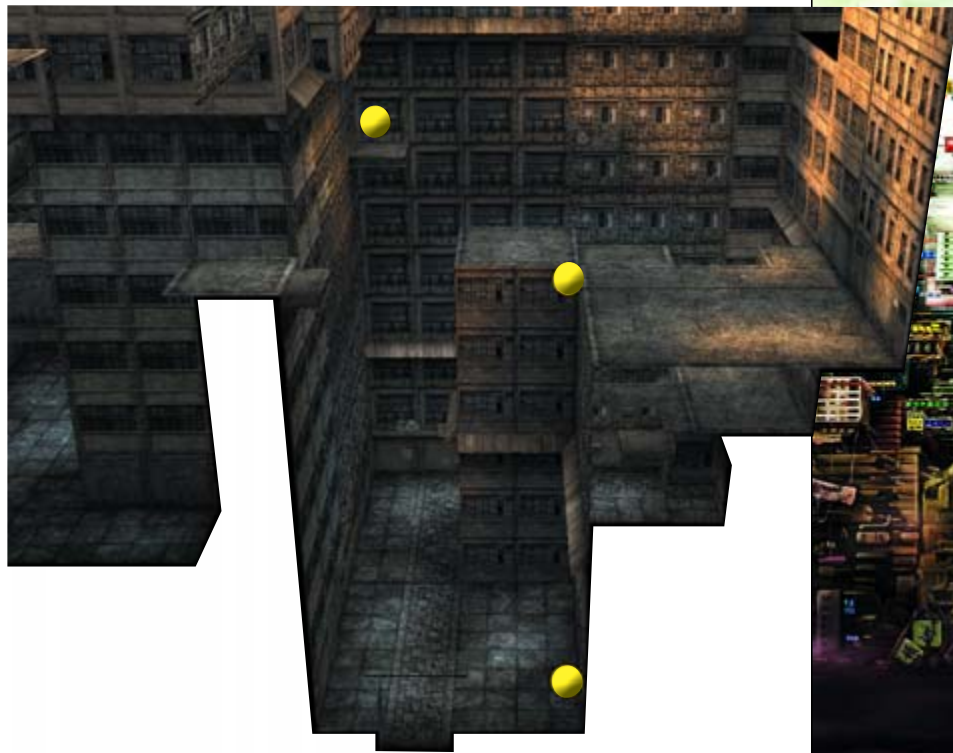


Stage 4: Demon Mecca



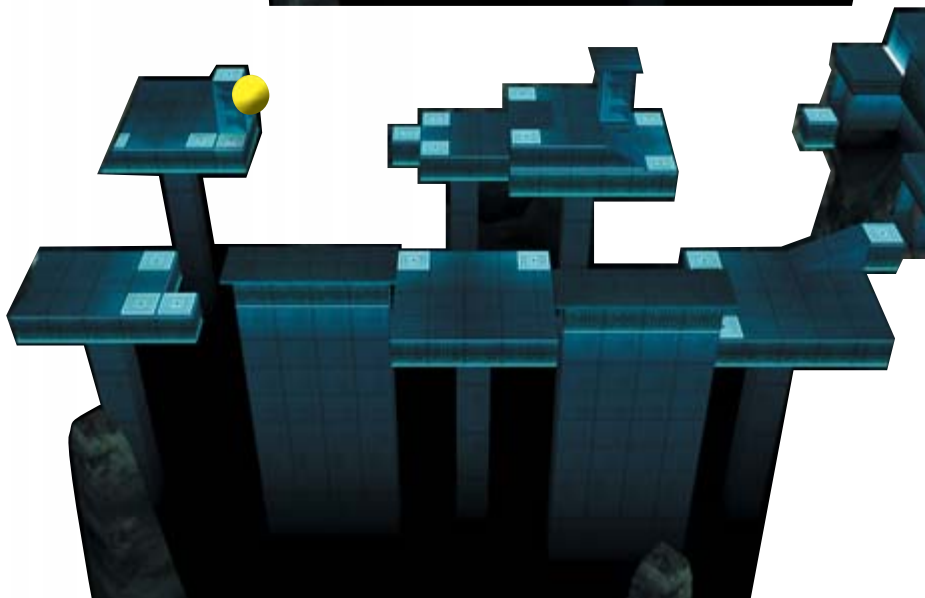
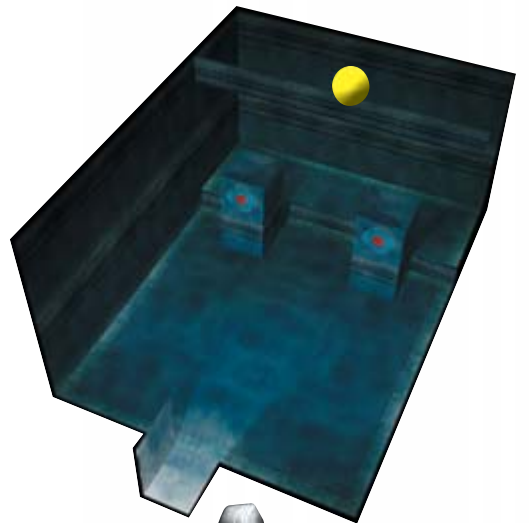
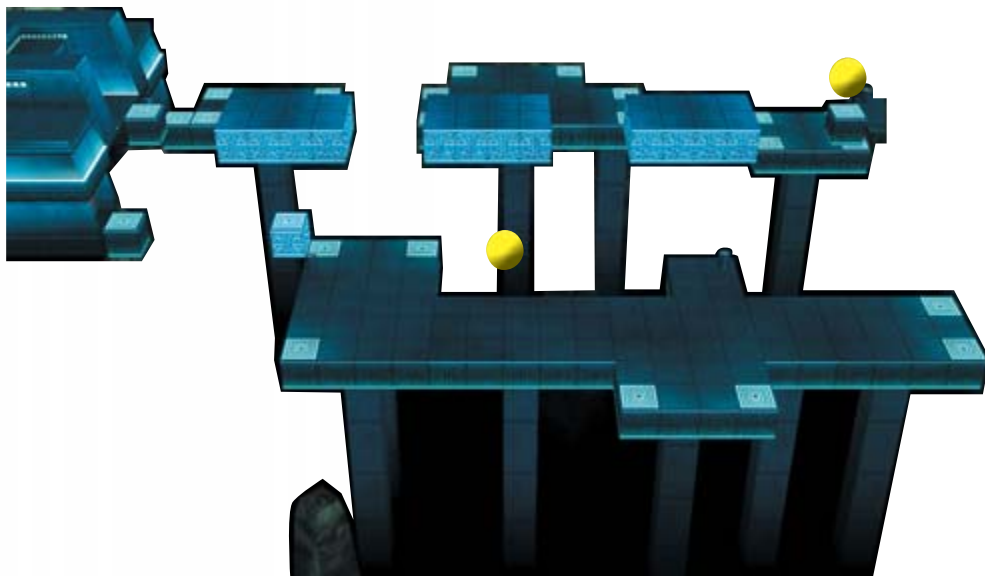
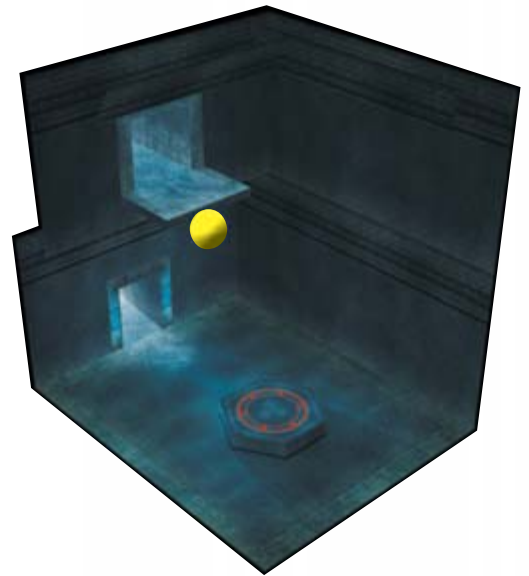
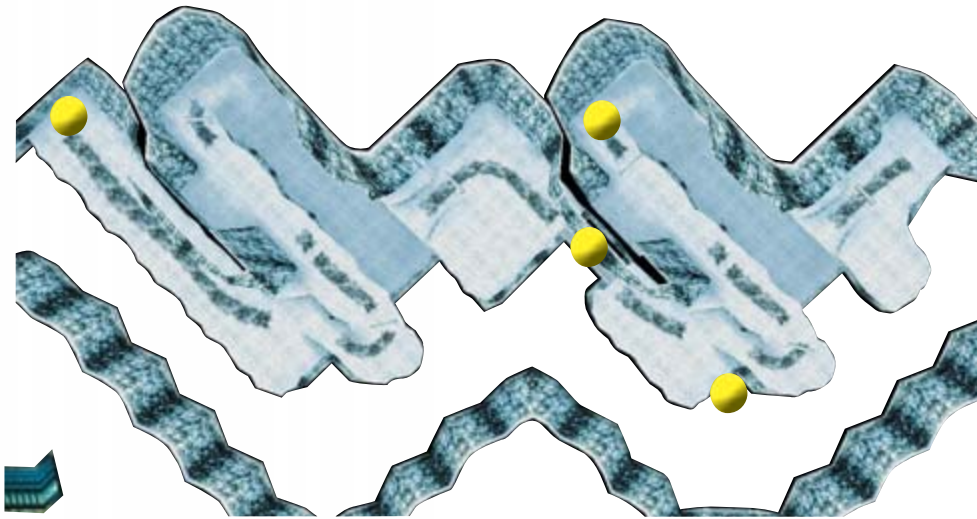
STAGE 8: DEMON DIMENSION

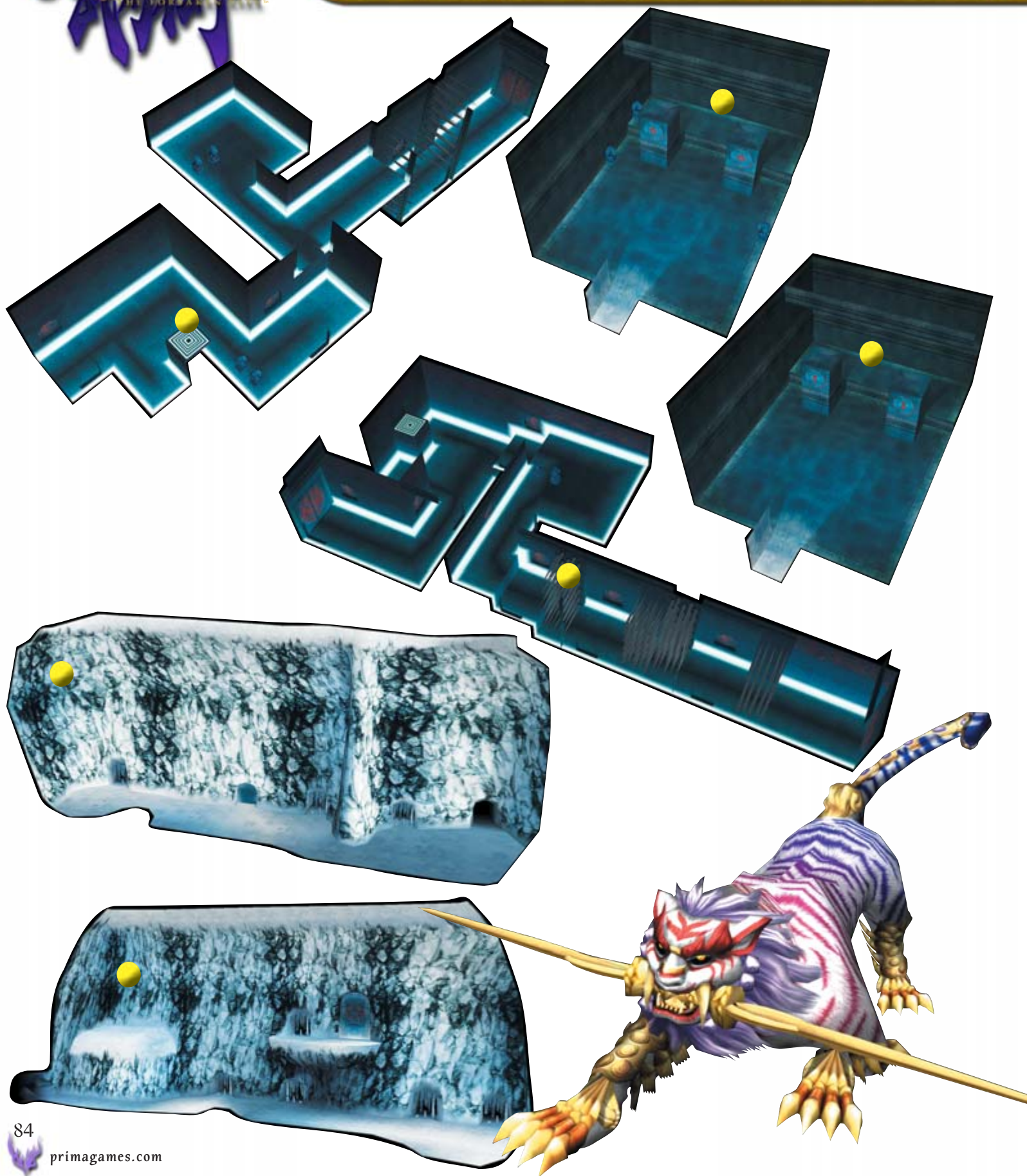




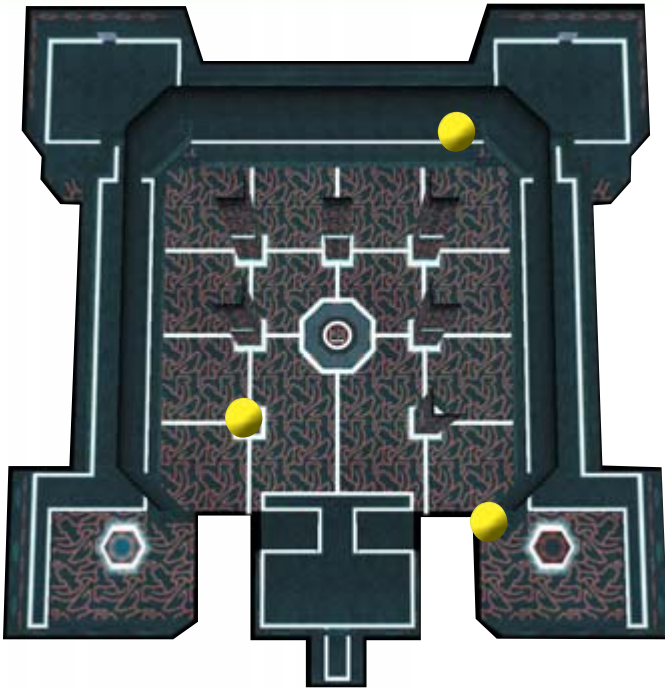
STAGE 8: DEMON DIMENSION

Stage 5: Unholy Mountain

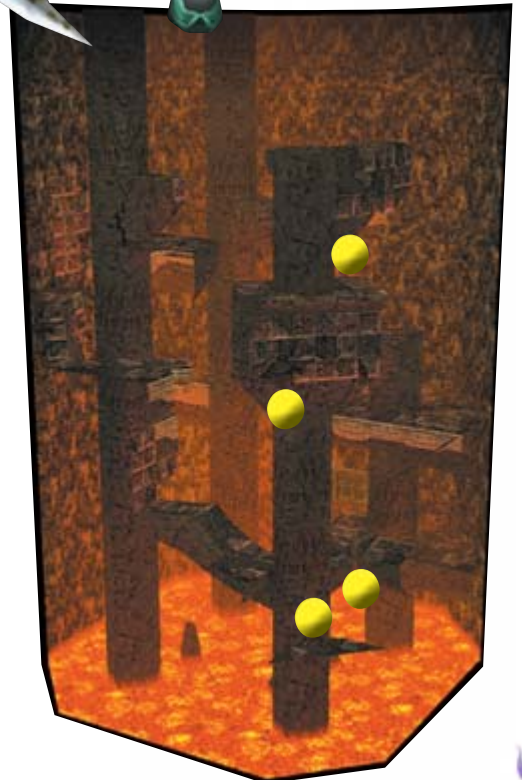
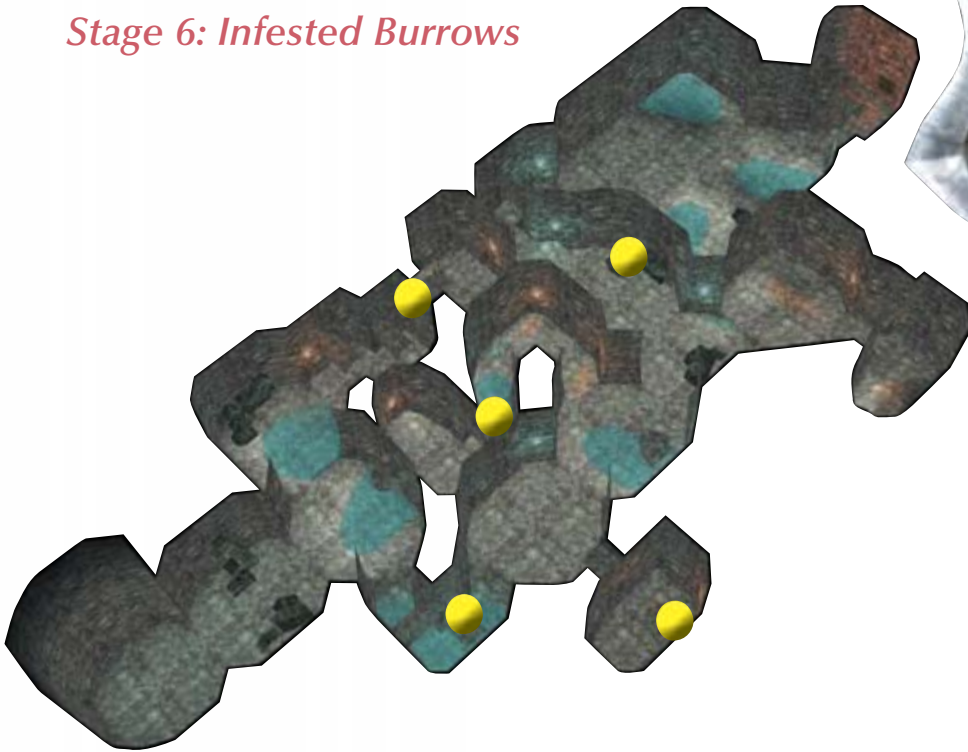




STAGE 8: DEMON DIMENSION

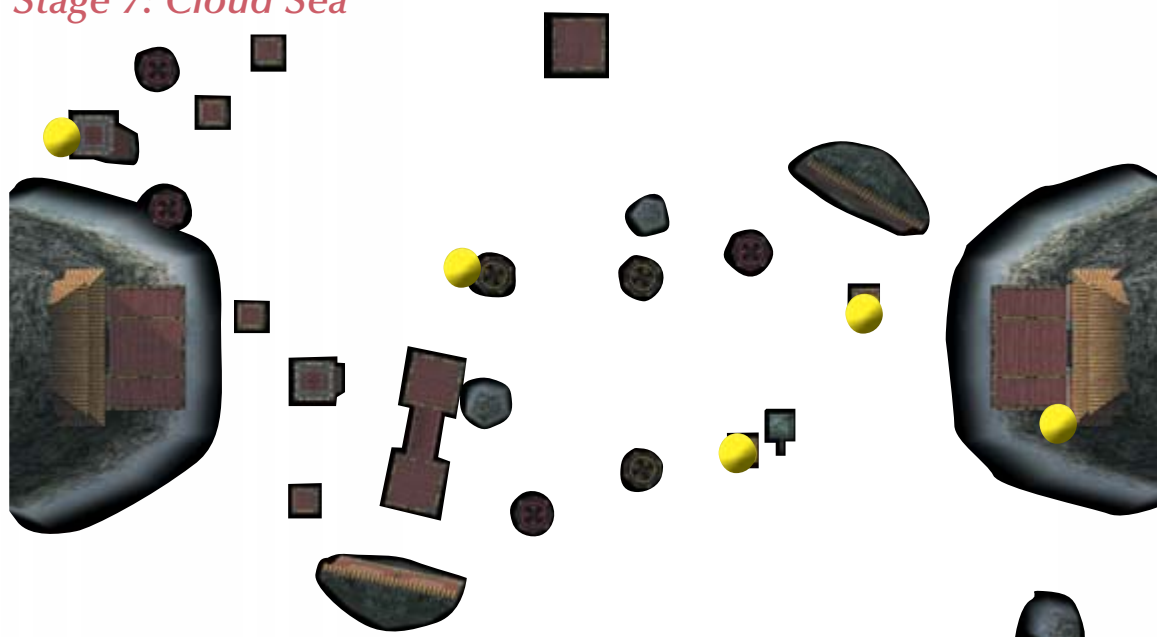


Stage 6: Infested Burrows





Stage 7: Cloud Sea



STAGE 8: DEMON DIMENSION

